

In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Following a consistent programming style often helps readability. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. Code-breaking algorithms have also existed for centuries. Ideally, the programming language best suited for the task at hand will be selected. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.