

Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation). While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. 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. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. It is usually easier to code in "high-level" languages than in "low-level" ones. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Techniques like Code refactoring can enhance readability. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Programmable devices have existed for centuries. Ideally, the programming language best suited for the task at hand will be selected. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. Scripting and breakpointing is also part of this process. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. There are many approaches to the Software development process. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. Following a consistent programming style often helps readability.