

High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Many applications use a mix of several languages in their construction and use. Code-breaking algorithms have also existed for centuries. 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. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. 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. 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. There exist a lot of different approaches for each of those tasks. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Following a consistent programming style often helps readability. Different programming languages support different styles of programming (called programming paradigms). The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. 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. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. Programmable devices have existed for centuries. Also, specific user environment and usage history can make it difficult to reproduce the problem. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.