Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Following a consistent programming style often helps readability. However, readability is more than just programming style. Programs were mostly entered using punched cards or paper tape. Normally the first step in debugging is to attempt to reproduce the problem. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Different programming languages support different styles of programming (called programming paradigms). Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Programmable devices have existed for centuries. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. There exist a lot of different approaches for each of those tasks. 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. Different programming languages support different styles of programming (called programming paradigms).