

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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. 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). For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. Scripting and breakpointing is also part of this process. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Computer programmers are those who write computer software. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Programs were mostly entered using punched cards or paper tape. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.

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. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. One approach popular for requirements analysis is Use Case analysis. 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. Following a consistent programming style often helps readability.