

It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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). Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. 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. 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. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. 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. 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. Programmable devices have existed for centuries. 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. 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. 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. Techniques like Code refactoring can enhance readability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. There exist a lot of different approaches for each of those tasks. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Normally the first step in debugging is to attempt to reproduce the problem. Allen Downey, in his book *How To Think Like A Computer Scientist*, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.