

The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Many applications use a mix of several languages in their construction and use. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Programming languages are essential for software development. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Use of a static code analysis tool can help detect some possible problems. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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). By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. 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. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. 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. Techniques like Code refactoring can enhance readability. It is very difficult to determine what are the most popular modern programming languages. Also, specific user environment and usage history can make it difficult to reproduce the problem. Programs were mostly entered using punched cards or paper tape. Integrated development environments (IDEs) aim to integrate all such help. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.