

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. Programmable devices have existed for centuries. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. Code-breaking algorithms have also existed for centuries. 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. Programming languages are essential for software development. 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. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Integrated development environments (IDEs) aim to integrate all such help. However, readability is more than just programming style. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). It is usually easier to code in "high-level" languages than in "low-level" ones. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. 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. There are many approaches to the Software development process. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.