

Following a consistent programming style often helps readability. Scripting and breakpointing is also part of this process. Use of a static code analysis tool can help detect some possible problems. It is very difficult to determine what are the most popular modern programming languages. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Code-breaking algorithms have also existed for centuries. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Programs were mostly entered using punched cards or paper tape. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. 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. 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. Integrated development environments (IDEs) aim to integrate all such help. 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. 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. 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). The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).