

In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Ideally, the programming language best suited for the task at hand will be selected. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. It is usually easier to code in "high-level" languages than in "low-level" ones. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Code-breaking algorithms have also existed for centuries. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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). Unreadable code often leads to bugs, inefficiencies, and duplicated code. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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.