

By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Whatever the approach to development may be, the final program must satisfy some fundamental properties. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Normally the first step in debugging is to attempt to reproduce the problem. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Computer programmers are those who write computer software. 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. 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. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Normally the first step in debugging is to attempt to reproduce the problem. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.