

Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices. 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. Techniques like Code refactoring can enhance readability. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Scripting and breakpointing is also part of this process. 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. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Programmable devices have existed for centuries. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. One approach popular for requirements analysis is Use Case analysis. 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.