

In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Also, specific user environment and usage history can make it difficult to reproduce the problem. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. However, readability is more than just programming style. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Following a consistent programming style often helps readability. However, readability is more than just programming style. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Normally the first step in debugging is to attempt to reproduce the problem. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. It is usually easier to code in "high-level" languages than in "low-level" ones. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. Code-breaking algorithms have also existed for centuries. 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. Programmable devices have existed for centuries. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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.