

Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Normally the first step in debugging is to attempt to reproduce the problem. 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). 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. 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. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. There exist a lot of different approaches for each of those tasks. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. There exist a lot of different approaches for each of those tasks. Integrated development environments (IDEs) aim to integrate all such help. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Programming languages are essential for software development. 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. 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. 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).