

One approach popular for requirements analysis is Use Case analysis. 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. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Use of a static code analysis tool can help detect some possible problems. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. Integrated development environments (IDEs) aim to integrate all such help. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Integrated development environments (IDEs) aim to integrate all such help. 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. Ideally, the programming language best suited for the task at hand will be selected. It is usually easier to code in "high-level" languages than in "low-level" ones. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.