

It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. 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. 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. Scripting and breakpointing is also part of this process. 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.

Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Programmable devices have existed for centuries. 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. Normally the first step in debugging is to attempt to reproduce the problem. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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. 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. 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. It is very difficult to determine what are the most popular modern programming languages. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Techniques like Code refactoring can enhance readability.