

Normally the first step in debugging is to attempt to reproduce the problem. Following a consistent programming style often helps 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. Use of a static code analysis tool can help detect some possible problems. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary 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. 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Normally the first step in debugging is to attempt to reproduce the problem. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.