

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. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Ideally, the programming language best suited for the task at hand will be selected. Also, specific user environment and usage history can make it difficult to reproduce the problem. It is very difficult to determine what are the most popular modern programming languages. 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. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. Code-breaking algorithms have also existed for centuries. 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. 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 a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. 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. 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). They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.