

Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Scripting and breakpointing is also part of this process. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Programs were mostly entered using punched cards or paper tape. 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. Programming languages are essential for software development. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Scripting and breakpointing is also part of this process. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. It is usually easier to code in "high-level" languages than in "low-level" ones. 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.