

Many applications use a mix of several languages in their construction and use. 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. Programming languages are essential for software development. 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). 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. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Different programming languages support different styles of programming (called programming paradigms). Integrated development environments (IDEs) aim to integrate all such help. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Techniques like Code refactoring can enhance readability. 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. 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. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.