

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. 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. Normally the first step in debugging is to attempt to reproduce the problem. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. 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. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. 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). It is very difficult to determine what are the most popular modern programming languages. Whatever the approach to development may be, the final program must satisfy some fundamental properties. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. 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. However, readability is more than just programming style. 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). It is usually easier to code in "high-level" languages than in "low-level" ones.