

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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. Many applications use a mix of several languages in their construction and use. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Techniques like Code refactoring can enhance readability. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. However, readability is more than just programming style. Computer programmers are those who write computer software. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. Following a consistent programming style often helps readability. It affects the aspects of quality above, including portability, usability and most importantly maintainability. One approach popular for requirements analysis is Use Case analysis. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). It is usually easier to code in "high-level" languages than in "low-level" ones. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Normally the first step in debugging is to attempt to reproduce the problem. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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.