

By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Different programming languages support different styles of programming (called programming paradigms). By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. It affects the aspects of quality above, including portability, usability and most importantly maintainability. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Code-breaking algorithms have also existed for centuries. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). It affects the aspects of quality above, including portability, usability and most importantly maintainability. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.