

Many applications use a mix of several languages in their construction and use. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Programmable devices have existed for centuries. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. 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. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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.

Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. There are many approaches to the Software development process. Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Programs were mostly entered using punched cards or paper tape. 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. 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. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. However, Charles Babbage had already written his first program for the Analytical Engine in 1837.