

By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. 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 Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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). A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. 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. 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. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. 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. 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. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Techniques like Code refactoring can enhance readability. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.