

Programs were mostly entered using punched cards or paper tape. It is very difficult to determine what are the most popular modern programming languages. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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 languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Many applications use a mix of several languages in their construction and use. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. One approach popular for requirements analysis is Use Case analysis. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Computer programmers are those who write computer software. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Allen Downey, in his book *How To Think Like A Computer Scientist*, writes: Many computer languages provide a mechanism to call functions provided by shared libraries.