

Following a consistent programming style often helps readability. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. There are many approaches to the Software development process. 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. Scripting and breakpointing is also part of this process. 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. 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. 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. Ideally, the programming language best suited for the task at hand will be selected. There exist a lot of different approaches for each of those tasks. Programming languages are essential for software development. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. 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. 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. 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. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.