

By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. 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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. However, readability is more than just programming style. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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). 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. Different programming languages support different styles of programming (called programming paradigms). A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. There exist a lot of different approaches for each of those tasks. Programming languages are essential for software development. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.