

Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. Normally the first step in debugging is to attempt to reproduce the problem. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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). 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. 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. 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. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. 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. 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. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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.