

Programs were mostly entered using punched cards or paper tape. 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. Code-breaking algorithms have also existed for centuries. As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Integrated development environments (IDEs) aim to integrate all such help. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. 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. 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. 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. 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. Integrated development environments (IDEs) aim to integrate all such help. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Unreadable code often leads to bugs, inefficiencies, and duplicated code. There exist a lot of different approaches for each of those tasks. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem.