

Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. There exist a lot of different approaches for each of those tasks. 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. Scripting and breakpointing is also part of this process. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Ideally, the programming language best suited for the task at hand will be selected. However, readability is more than just programming style. Many applications use a mix of several languages in their construction and use. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. 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. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.