

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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Integrated development environments (IDEs) aim to integrate all such help. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Ideally, the programming language best suited for the task at hand will be selected. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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 the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. There exist a lot of different approaches for each of those tasks. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Programs were mostly entered using punched cards or paper tape. It is usually easier to code in "high-level" languages than in "low-level" ones. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Normally the first step in debugging is to attempt to reproduce the problem. Different programming languages support different styles of programming (called programming paradigms). Following a consistent programming style often helps readability. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. There exist a lot of different approaches for each of those tasks. 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.