

The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. 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. Programmable devices have existed for centuries. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. However, readability is more than just programming style. Techniques like Code refactoring can enhance readability. 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). Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Use of a static code analysis tool can help detect some possible problems. Following a consistent programming style often helps readability. 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. 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). There exist a lot of different approaches for each of those tasks. 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. Following a consistent programming style often helps readability. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Use of a static code analysis tool can help detect some possible problems. 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.