

In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. 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, 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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*. Different programming languages support different styles of programming (called programming paradigms). There exist a lot of different approaches for each of those tasks. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. Scripting and breakpointing is also part of this process. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. 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. Programming languages are essential for software development. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. It affects the aspects of quality above, including portability, usability and most importantly maintainability. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.