

It affects the aspects of quality above, including portability, usability and most importantly maintainability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. 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. 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. 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*. It is very difficult to determine what are the most popular modern programming languages. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. 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). Whatever the approach to development may be, the final program must satisfy some fundamental properties. Following a consistent programming style often helps readability. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. One approach popular for requirements analysis is Use Case analysis. 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. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. 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. 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. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. There exist a lot of different approaches for each of those tasks. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.