

By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. 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. Programs were mostly entered using punched cards or paper tape. Integrated development environments (IDEs) aim to integrate all such help. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. There exist a lot of different approaches for each of those tasks. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. It is usually easier to code in "high-level" languages than in "low-level" ones. 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). Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Following a consistent programming style often helps readability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. 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. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Normally the first step in debugging is to attempt to reproduce the problem. It is very difficult to determine what are the most popular modern programming languages. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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.