

Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Following a consistent programming style often helps readability. Also, specific user environment and usage history can make it difficult to reproduce the problem. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Techniques like Code refactoring can enhance readability. 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. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. However, readability is more than just programming style. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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. Normally the first step in debugging is to attempt to reproduce the problem. 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, 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. 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. 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. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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.