

Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. Programming languages are essential for software development. 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. 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. 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). However, Charles Babbage had already written his first program for the Analytical Engine in 1837. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. There exist a lot of different approaches for each of those tasks. 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. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. 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. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. 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. Programming languages are essential for software development. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.