

Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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. 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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Many applications use a mix of several languages in their construction and use. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. It is very difficult to determine what are the most popular modern programming languages. 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. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. 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. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.