Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation..  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
  
 Following a consistent programming style often helps readability.  
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.  
 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 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.