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..  
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.  
 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.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Computer programmers are those who write computer software.  
 Programs were mostly entered using punched cards or paper tape.  
 Different programming languages support different styles of programming (called programming paradigms).