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 compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
However, readability is more than just programming style.  
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.  
Programming languages are essential for software development.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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.  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Programmable devices have existed for centuries.