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..  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Following a consistent programming style often helps readability.  
One approach popular for requirements analysis is Use Case analysis.  
 Code-breaking algorithms have also existed for centuries.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
  
 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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Integrated development environments (IDEs) aim to integrate all such help.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.