Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process..  
Integrated development environments (IDEs) aim to integrate all such help.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
 Following a consistent programming style often helps readability.  
 Programs were mostly entered using punched cards or paper tape.  
 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.  
Scripting and breakpointing is also part of this process.  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.