In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Programs were mostly entered using punched cards or paper tape.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Following a consistent programming style often helps readability.  
 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.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Computer programmers are those who write computer software.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.