A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it..  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Many applications use a mix of several languages in their construction and use.  
There exist a lot of different approaches for each of those tasks.  
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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 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.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Following a consistent programming style often helps readability.