For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software..  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Code-breaking algorithms have also existed for centuries.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
There are many approaches to the Software development process.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
 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.