Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
 Programs were mostly entered using punched cards or paper tape.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Programmable devices have existed for centuries.  
 Different programming languages support different styles of programming (called programming paradigms).  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Ideally, the programming language best suited for the task at hand will be selected.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
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.