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.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
There are many approaches to the Software development process.  
Use of a static code analysis tool can help detect some possible problems.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
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.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
Programming languages are essential for software development.  
Scripting and breakpointing is also part of this process.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.