Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute..  
 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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Scripting and breakpointing is also part of this process.  
 Following a consistent programming style often helps readability.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Use of a static code analysis tool can help detect some possible problems.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Normally the first step in debugging is to attempt to reproduce the problem.