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.  
 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.  
One approach popular for requirements analysis is Use Case analysis.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Following a consistent programming style often helps readability.  
Integrated development environments (IDEs) aim to integrate all such help.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
 It is very difficult to determine what are the most popular modern programming languages.