Programs were mostly entered using punched cards or paper tape..  
 Programmable devices have existed for centuries.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 It is very difficult to determine what are the most popular modern programming languages.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
There are many approaches to the Software development process.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 Different programming languages support different styles of programming (called programming paradigms).