They are the building blocks for all software, from the simplest applications to the most sophisticated ones..  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
There are many approaches to the Software development process.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Programming languages are essential for software development.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 Different programming languages support different styles of programming (called programming paradigms).  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
 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.