A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it..  
Programming languages are essential for software development.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
One approach popular for requirements analysis is Use Case analysis.  
 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.  
 Code-breaking algorithms have also existed for centuries.  
Many applications use a mix of several languages in their construction and use.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 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.  
There exist a lot of different approaches for each of those tasks.  
Integrated development environments (IDEs) aim to integrate all such help.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.