In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Programmable devices have existed for centuries.  
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.  
 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.  
Scripting and breakpointing is also part of this 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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Ideally, the programming language best suited for the task at hand will be selected.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.