For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input..  
 Different programming languages support different styles of programming (called programming paradigms).  
 Programs were mostly entered using punched cards or paper tape.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Many applications use a mix of several languages in their construction and use.  
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.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
 Programmable devices have existed for centuries.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
However, readability is more than just programming style.  
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.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.