Programs were mostly entered using punched cards or paper tape..  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 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.  
Many applications use a mix of several languages in their construction and use.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
 Computer programmers are those who write computer software.  
 Code-breaking algorithms have also existed for centuries.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Use of a static code analysis tool can help detect some possible problems.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.