In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
 Programmable devices have existed for centuries.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Ideally, the programming language best suited for the task at hand will be selected.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 It is very difficult to determine what are the most popular modern programming languages.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
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.