Scripting and breakpointing is also part of this process..  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 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.  
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.  
 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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 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.  
 Following a consistent programming style often helps readability.  
 Programmable devices have existed for centuries.