Assembly languages were soon developed that let the programmer specify instruction in a text format (e..g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
 Code-breaking algorithms have also existed for centuries.  
 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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Normally the first step in debugging is to attempt to reproduce the problem.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
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.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
 It is very difficult to determine what are the most popular modern programming languages.  
There are many approaches to the Software development process.  
Use of a static code analysis tool can help detect some possible problems.  
 Following a consistent programming style often helps readability.