The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Also, specific user environment and usage history can make it difficult 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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 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.  
However, readability is more than just programming style.  
Normally the first step in debugging is to attempt to reproduce the problem.