Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
There exist a lot of different approaches for each of those tasks.  
Normally the first step in debugging is to attempt to reproduce the problem.  
There are many approaches to the Software development process.  
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.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 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.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Different programming languages support different styles of programming (called programming paradigms).  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.