Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
This is interpreted into machine code.  
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 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).