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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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 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.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
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.  
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 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Many applications use a mix of several languages in their construction and use.