

Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. There are many approaches to the Software development process. New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation). Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. Computer programmers are those who write computer software. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.