

Ideally, the programming language best suited for the task at hand will be selected. Computer programmers are those who write computer software. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Techniques like Code refactoring can enhance readability. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. 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. 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. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. It is very difficult to determine what are the most popular modern programming languages. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. Ideally, the programming language best suited for the task at hand will be selected. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. There are many approaches to the Software development process. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.