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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Normally the first step in debugging is to attempt to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
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.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Programs were mostly entered using punched cards or paper tape.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 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).