Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages..  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
There exist a lot of different approaches for each of those tasks.  
 Different programming languages support different styles of programming (called programming paradigms).  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
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.  
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.  
 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.  
 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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Programmable devices have existed for centuries.