It is usually easier to code in "high-level" languages than in "low-level" ones..  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
One approach popular for requirements analysis is Use Case analysis.  
Techniques like Code refactoring can enhance readability.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Programs were mostly entered using punched cards or paper tape.  
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.  
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.  
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.