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..  
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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Many applications use a mix of several languages in their construction and use.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Programmable devices have existed for centuries.  
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.