Techniques like Code refactoring can enhance readability..  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Programming languages are essential for software development.  
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.  
 It is very difficult to determine what are the most popular modern programming languages.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Programs were mostly entered using punched cards or paper tape.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Scripting and breakpointing is also part of this process.  
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.  
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.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.