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..  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
Programming languages are essential for software development.  
There exist a lot of different approaches for each of those tasks.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 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.  
 Code-breaking algorithms have also existed for centuries.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Programs were mostly entered using punched cards or paper tape.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Following a consistent programming style often helps readability.  
 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.