Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Scripting and breakpointing is also part of this process.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
 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.  
 Computer programmers are those who write computer software.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 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.  
Many applications use a mix of several languages in their construction and use.  
Ideally, the programming language best suited for the task at hand will be selected.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.