Computer programmers are those who write computer software..  
Normally the first step in debugging is to attempt to reproduce the problem.  
 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.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
 Code-breaking algorithms have also existed for centuries.  
 Programmable devices have existed for centuries.  
Many applications use a mix of several languages in their construction and use.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
Integrated development environments (IDEs) aim to integrate all such help.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.