Scripting and breakpointing is also part of this process..  
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.  
 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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Computer programmers are those who write computer software.  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Code-breaking algorithms have also existed for centuries.  
  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
 Programmable devices have existed for centuries.  
 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.  
 Programs were mostly entered using punched cards or paper tape.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.