In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
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.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Techniques like Code refactoring can enhance readability.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
Normally the first step in debugging is to attempt to reproduce the problem.