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..  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Different programming languages support different styles of programming (called programming paradigms).  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
  
 It is very difficult to determine what are the most popular modern programming languages.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.