Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
 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.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Following a consistent programming style often helps readability.  
 Programmable devices have existed for centuries.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
There exist a lot of different approaches for each of those tasks.  
 It is very difficult to determine what are the most popular modern programming languages.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.