However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory..  
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.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
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.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Many applications use a mix of several languages in their construction and use.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
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.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.