It is usually easier to code in "high-level" languages than in "low-level" ones..  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
There are many approaches to the Software development process.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Many applications use a mix of several languages in their construction and use.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Techniques like Code refactoring can enhance readability.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
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.