Different programming languages support different styles of programming (called programming paradigms)..  
There exist a lot of different approaches for each of those tasks.  
 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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Following a consistent programming style often helps readability.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
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 first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
Techniques like Code refactoring can enhance readability.  
Use of a static code analysis tool can help detect some possible problems.  
 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.