Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit..  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Integrated development environments (IDEs) aim to integrate all such help.  
Use of a static code analysis tool can help detect some possible problems.  
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 first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Programs were mostly entered using punched cards or paper tape.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.