Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation..  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Different programming languages support different styles of programming (called programming paradigms).  
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.  
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.  
 Computer programmers are those who write computer software.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Use of a static code analysis tool can help detect some possible problems.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.