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..  
Ideally, the programming language best suited for the task at hand will be selected.  
 Programmable devices have existed for centuries.  
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.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
  
 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.  
There are many approaches to the Software development process.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Techniques like Code refactoring can enhance readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.