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..  
Many applications use a mix of several languages in their construction and use.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Programs were mostly entered using punched cards or paper tape.  
Normally the first step in debugging is to attempt to reproduce the problem.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 It is very difficult to determine what are the most popular modern programming languages.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
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.  
 Different programming languages support different styles of programming (called programming paradigms).  
One approach popular for requirements analysis is Use Case analysis.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.