Many applications use a mix of several languages in their construction and use..  
 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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
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.  
 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.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 Programs were mostly entered using punched cards or paper tape.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 Programmable devices have existed for centuries.