Computer programmers are those who write computer software..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 It is very difficult to determine what are the most popular modern programming languages.  
 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.  
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.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
There exist a lot of different approaches for each of those tasks.  
There are many approaches to the Software development process.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
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.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Ideally, the programming language best suited for the task at hand will be selected.