While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se..  
 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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Scripting and breakpointing is also part of this process.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
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.  
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.  
  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
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).