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..  
 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.  
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.  
 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).  
 Programs were mostly entered using punched cards or paper tape.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Following a consistent programming style often helps readability.  
Programming languages are essential for software development.  
Many applications use a mix of several languages in their construction and use.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
There are many approaches to the Software development process.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.