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..  
 Different programming languages support different styles of programming (called programming paradigms).  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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, readability is more than just programming style.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Code-breaking algorithms have also existed for centuries.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Programmable devices have existed for centuries.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.