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..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 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.  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 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.  
 Following a consistent programming style often helps readability.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Integrated development environments (IDEs) aim to integrate all such help.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.