The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA..  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 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.  
Use of a static code analysis tool can help detect some possible problems.  
Scripting and breakpointing is also part of this process.  
Programming languages are essential for software development.  
 Code-breaking algorithms have also existed for centuries.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
There exist a lot of different approaches for each of those tasks.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.