Computer programmers are those who write computer software..  
 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.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 Programs were mostly entered using punched cards or paper tape.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Programming languages are essential for software development.  
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.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 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.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 It is very difficult to determine what are the most popular modern programming languages.