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.  
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.  
There are many approaches to the Software development process.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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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.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.