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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 It is very difficult to determine what are the most popular modern programming languages.  
 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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.