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.  
There exist a lot of different approaches for each of those tasks.  
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.  
There exist a lot of different approaches for each of those tasks.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Integrated development environments (IDEs) aim to integrate all such help.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
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.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
  
Techniques like Code refactoring can enhance readability.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.