There are many approaches to the Software development process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
This is interpreted into machine code.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
It is usually easier to code in "high-level" languages than in "low-level" ones.