It is usually easier to code in "high-level" languages than in "low-level" ones.  
Normally the first step in debugging is to attempt to reproduce the problem.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
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.  
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.  
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He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
It is usually easier to code in "high-level" languages than in "low-level" ones.