Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
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.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
Scripting and breakpointing is also part of this process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Programming languages are essential for software development.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Programming languages are essential for software development.