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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Many applications use a mix of several languages in their construction and use.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
There exist a lot of different approaches for each of those tasks.  
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).  
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.  
Programming languages are essential for software development.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
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.