The programmer

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- Programmers it's name a category of the people, algorithms engaged by development and programs on the basis of mathematical models. Conditionally programmers can be divided into three categories:

1. Applied programmers

- Such experts are engaged in development of the concrete programs necessary for work of the organization. For example, here it is possible to carry programmers 1C.

2. System programmers

- System programmers program operational systems, interfaces to the distributed databases, work with networks.

3. Web-programmers

- Web-programmers deal with networks, but, as a rule, with global, such, as Internet. They write web-interfaces to databases, create dynamic web-pages, etc.

Specificity of a trade:

- **Pluss of a trade:**
- Constant professional self-improvement,
- Great demand in the market,
- High wages,
- To work it is possible not having the diploma,
- Mainly creative trade.

- **Minuses of a trade:**
- That to clearly programmer, not always clearly it is necessary to explain the user much,
- It is possible to work in авральном a mode,
- Work behind a computer badly affects on health,
- Here again there is a place to routine,
- The trade leaves traces on character.

Place of work:

- The research centers,
- The IT-companies,
- The organizations which in the to structure mean departments of programmers (or an established post).

Personal qualities:

- First of all, the programmer should possess patience and endurance. These are absolutely irreplaceable qualities in its work.

- The programming, roughly developing area, therefore it is necessary to be able to adapt quickly and constantly to study something new. Otherwise in some years your value as expert can noticeably decrease.

- Skill objectively to estimate opportunities of technologies and their use in each concrete case. That it was impossible so, that fire wood are sawn with application of the newest laser development.

THE END

Подготовил

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