

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. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. It is usually easier to code in "high-level" languages than in "low-level" ones. It affects the aspects of quality above, including portability, usability and most importantly maintainability. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. Ideally, the programming language best suited for the task at hand will be selected. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. 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. Ideally, the programming language best suited for the task at hand will be selected. Scripting and breakpointing is also part of this process. Use of a static code analysis tool can help detect some possible problems. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. Different programming languages support different styles of programming (called programming paradigms). The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. Different programming languages support different styles of programming (called programming paradigms). Programmable devices have existed for centuries. Programmable devices have existed for centuries. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.