For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. There are many approaches to the Software development process. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. Programming languages are essential for software development. Following a consistent programming style often helps readability. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. Programmable devices have existed for centuries. 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 Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Programmable devices have existed for centuries. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Many applications use a mix of several languages in their construction and use. It is usually easier to code in "high-level" languages than in "low-level" ones. Scripting and breakpointing is also part of this process. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.