Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances..  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Scripting and breakpointing is also part of this process.  
Many applications use a mix of several languages in their construction and use.  
 Following a consistent programming style often helps readability.  
Use of a static code analysis tool can help detect some possible problems.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Code-breaking algorithms have also existed for centuries.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.