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..  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
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.  
 Programs were mostly entered using punched cards or paper tape.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Use of a static code analysis tool can help detect some possible problems.  
Ideally, the programming language best suited for the task at hand will be selected.