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..  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
 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.  
 Programs were mostly entered using punched cards or paper tape.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Use of a static code analysis tool can help detect some possible problems.