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..  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Many applications use a mix of several languages in their construction and use.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
 Code-breaking algorithms have also existed for centuries.  
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.