After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug..  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Computer programmers are those who write computer software.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.