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..  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
  
Ideally, the programming language best suited for the task at hand will be selected.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Code-breaking algorithms have also existed for centuries.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.