It is usually easier to code in "high-level" languages than in "low-level" ones..  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Following a consistent programming style often helps readability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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 Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Computer programmers are those who write computer software.  
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.  
 Programmable devices have existed for centuries.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.