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..  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
Scripting and breakpointing is also part of this process.  
 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.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
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.  
 Following a consistent programming style often helps readability.  
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.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.