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..  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
However, readability is more than just programming style.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Use of a static code analysis tool can help detect some possible problems.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Computer programmers are those who write computer software.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Code-breaking algorithms have also existed for centuries.  
Programming languages are essential for software development.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.