Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users..  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Different programming languages support different styles of programming (called programming paradigms).  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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.  
 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.  
However, readability is more than just programming style.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
There are many approaches to the Software development process.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.