Ideally, the programming language best suited for the task at hand will be selected..  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Following a consistent programming style often helps readability.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.