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..  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
One approach popular for requirements analysis is Use Case analysis.  
 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.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Programming languages are essential for software development.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.