This can be a non-trivial task, for example as with parallel processes or some unusual software bugs..  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
However, readability is more than just programming style.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Following a consistent programming style often helps readability.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
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.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Programs were mostly entered using punched cards or paper tape.