This can be a non-trivial task, for example as with parallel processes or some unusual software bugs..  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
 Programs were mostly entered using punched cards or paper tape.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 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.  
 It is very difficult to determine what are the most popular modern programming languages.  
 Code-breaking algorithms have also existed for centuries.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
There are many approaches to the Software development process.  
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.  
There exist a lot of different approaches for each of those tasks.