Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages..  
 Following a consistent programming style often helps readability.  
There exist a lot of different approaches for each of those tasks.  
 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.  
 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.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Programs were mostly entered using punched cards or paper tape.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Ideally, the programming language best suited for the task at hand will be selected.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
One approach popular for requirements analysis is Use Case analysis.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.