However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages..  
Scripting and breakpointing is also part of this process.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
 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.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
There exist a lot of different approaches for each of those tasks.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Different programming languages support different styles of programming (called programming paradigms).  
It is usually easier to code in "high-level" languages than in "low-level" ones.