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..  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 Different programming languages support different styles of programming (called programming paradigms).  
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.  
 It is very difficult to determine what are the most popular modern programming languages.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.