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..  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
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.  
 Code-breaking algorithms have also existed for centuries.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
 Different programming languages support different styles of programming (called programming paradigms).  
 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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 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.