While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se..  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Programs were mostly entered using punched cards or paper tape.  
Ideally, the programming language best suited for the task at hand will be selected.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
There exist a lot of different approaches for each of those tasks.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
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.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
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.  
Techniques like Code refactoring can enhance readability.