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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Scripting and breakpointing is also part of this process.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Normally the first step in debugging is to attempt to reproduce the problem.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 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).  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
However, readability is more than just programming style.  
 Following a consistent programming style often helps readability.