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..  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Use of a static code analysis tool can help detect some possible problems.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
However, readability is more than just programming style.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Techniques like Code refactoring can enhance readability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
One approach popular for requirements analysis is Use Case analysis.