By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the 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.  
 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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Code-breaking algorithms have also existed for centuries.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
There exist a lot of different approaches for each of those tasks.  
Ideally, the programming language best suited for the task at hand will be selected.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
Use of a static code analysis tool can help detect some possible problems.  
 Programs were mostly entered using punched cards or paper tape.  
There are many approaches to the Software development process.