By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers..  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Computer programmers are those who write computer software.  
There are many approaches to the Software development process.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
 Programmable devices have existed for centuries.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.