Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards..  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 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.  
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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
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.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.