The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems..  
Scripting and breakpointing is also part of this process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
Use of a static code analysis tool can help detect some possible problems.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
There exist a lot of different approaches for each of those tasks.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.