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..  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Normally the first step in debugging is to attempt to reproduce the problem.  
However, readability is more than just programming style.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Ideally, the programming language best suited for the task at hand will be selected.  
There exist a lot of different approaches for each of those tasks.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.