Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process..  
 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.  
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.  
 Code-breaking algorithms have also existed for centuries.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
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.  
 Programmable devices have existed for centuries.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Techniques like Code refactoring can enhance readability.  
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.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.