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..  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
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.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
However, readability is more than just programming style.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Following a consistent programming style often helps readability.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.