Integrated development environments (IDEs) aim to integrate all such help..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
Techniques like Code refactoring can enhance readability.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Programs were mostly entered using punched cards or paper tape.  
There are many approaches to the Software development process.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 Following a consistent programming style often helps readability.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.