It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages..  
Scripting and breakpointing is also part of this process.  
  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Integrated development environments (IDEs) aim to integrate all such help.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Use of a static code analysis tool can help detect some possible problems.  
 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.  
 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.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
There exist a lot of different approaches for each of those tasks.  
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.