Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL)..  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Scripting and breakpointing is also part of this process.  
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.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
Techniques like Code refactoring can enhance readability.  
 Code-breaking algorithms have also existed for centuries.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.