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..  
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.  
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.  
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.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 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 languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Computer programmers are those who write computer software.