The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Integrated development environments (IDEs) aim to integrate all such help.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Ideally, the programming language best suited for the task at hand will be selected.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
There are many approaches to the Software development process.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.