Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Use of a static code analysis tool can help detect some possible problems.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
To produce machine code, the source code must either be compiled or transpiled.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
There exist a lot of different approaches for each of those tasks.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
 Computer programmers are those who write computer software.