However, readability is more than just programming style.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Scripting and breakpointing is also part of this process.