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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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).  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
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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.  
Use of a static code analysis tool can help detect some possible problems.  
One approach popular for requirements analysis is Use Case analysis.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
To produce machine code, the source code must either be compiled or transpiled.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
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