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.  
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).  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Programming languages are essential for software development.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
To produce machine code, the source code must either be compiled or transpiled.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Use of a static code analysis tool can help detect some possible problems.  
Many applications use a mix of several languages in their construction and use.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
 Computer programmers are those who write computer software.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.