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).  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
However, readability is more than just programming style.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
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.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
This is interpreted into machine code.  
 Following a consistent programming style often helps readability.