Relatedly, software engineering combines engineering techniques and principles with software development.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
There are many approaches to the Software development process.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
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).  
Ideally, the programming language best suited for the task at hand will be selected.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.