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.  
Techniques like Code refactoring can enhance readability.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
One approach popular for requirements analysis is Use Case analysis.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Scripting and breakpointing is also part of this process.  
There are many approaches to the Software development process.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.