For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
Many applications use a mix of several languages in their construction and use.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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