However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Scripting and breakpointing is also part of this process.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Programs were mostly entered using punched cards or paper tape.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
There exist a lot of different approaches for each of those tasks.  
Techniques like Code refactoring can enhance readability.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.