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.  
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.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
To produce machine code, the source code must either be compiled or transpiled.  
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.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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