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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Integrated development environments (IDEs) aim to integrate all such help.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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