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.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
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.  
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 is interpreted into machine code.  
 Following a consistent programming style often helps readability.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Many applications use a mix of several languages in their construction and use.  
  
 Programmable devices have existed for centuries.  
Integrated development environments (IDEs) aim to integrate all such help.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.