This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
Ideally, the programming language best suited for the task at hand will be selected.  
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 of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Code-breaking algorithms have also existed for centuries.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.