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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
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.  
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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
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There exist a lot of different approaches for each of those tasks.  
Scripting and breakpointing is also part of this process.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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