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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
However, readability is more than just programming style.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 It is very difficult to determine what are the most popular modern programming languages.  
However, readability is more than just programming style.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 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.