Also, specific user environment and usage history can make it difficult to reproduce the problem.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
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.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Ideally, the programming language best suited for the task at hand will be selected.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
To produce machine code, the source code must either be compiled or transpiled.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Programs were mostly entered using punched cards or paper tape.