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.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
There are many approaches to the Software development process.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
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.  
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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
This is interpreted into machine code.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
Techniques like Code refactoring can enhance readability.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.