Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
There are many approaches to the Software development process.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
However, readability is more than just programming style.  
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, readability is more than just programming style.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.