There exist a lot of different approaches for each of those tasks.  
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.  
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.  
Scripting and breakpointing is also part of this process.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Scripting and breakpointing is also part of this process.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
There exist a lot of different approaches for each of those tasks.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
To produce machine code, the source code must either be compiled or transpiled.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
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.  
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.  
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.