Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
To produce machine code, the source code must either be compiled or transpiled.  
Techniques like Code refactoring can enhance readability.  
Scripting and breakpointing is also part of this process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
However, readability is more than just programming style.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
This is interpreted into machine code.