The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
One approach popular for requirements analysis is Use Case analysis.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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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.  
There exist a lot of different approaches for each of those tasks.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
This is interpreted into machine code.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.