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.  
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.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
There exist a lot of different approaches for each of those tasks.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Scripting and breakpointing is also part of this process.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Techniques like Code refactoring can enhance readability.  
However, readability is more than just programming style.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.