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.  
Many applications use a mix of several languages in their construction and use.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Techniques like Code refactoring can enhance readability.  
There exist a lot of different approaches for each of those tasks.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
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Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Use of a static code analysis tool can help detect some possible problems.  
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.