Many applications use a mix of several languages in their construction and use.  
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.  
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It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
One approach popular for requirements analysis is Use Case analysis.  
Techniques like Code refactoring can enhance readability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
This is interpreted into machine code.  
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.  
Scripting and breakpointing is also part of this process.  
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.