This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Programming languages are essential for software development.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
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.  
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).  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Programs were mostly entered using punched cards or paper tape.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
However, readability is more than just programming style.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.