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.  
Ideally, the programming language best suited for the task at hand will be selected.  
There exist a lot of different approaches for each of those tasks.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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Use of a static code analysis tool can help detect some possible problems.  
  
To produce machine code, the source code must either be compiled or transpiled.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
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Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.