**Task 1**

* Explain four ways that the readability of code can be improved.
* Give explanations of what each reason and the impact that each reason has on the code.
* Comments on the code would give directions on what each part of the code does and why it is there, meaning that if someone were to view it, they could understand what the purpose of a section of code is.
* Good variable names make it more readable, without it you would not know what the variable does, and you would therefore find it difficult to remember that.
* Indentations group code together so it can be differentiated, this means that it is much easier to locate a certain thing that you may need for a piece of code.
* Different colours for parts of code so it can be associated with a certain thing and so it stands out, making it easier to understand and comprehend if you are someone who has just read the code.

Extension

Code with bad readability means that if you come back to the code after a long time or if someone else must read it, it would mean that it would be difficult to understand the purpose and functionality of the code and why it is there.

**Task 2**

Explain what each term means in terms of design and programming code.

Robustness – how well a programme performs and manages with things such as an error.

Usability – how well it performs regarding how it was designed to be used.

Portability – How easily it can be transferred to somewhere else (e.g., another computer entirely or a different file type).

Maintainability – How easy it is to edit and make changes to it.