The chapter “What is Code” from the book *Form+Code* discusses the origin and development of software-orientated computing coding. The author’s interpretations toward the essence of algorithms as the core of digital coding establish a unique perspective and distinctions from early and other forms of communication. In this chapter, I was especially intrigued with the notion of procedural literacy, as the author unravels the architecture of computer coding in the conceptual form of ways of thinking rather than another pure form of language. The quote regarding the coding of games “The primary complexity involved in creating the game is not technical; it’s about choreographing all of the components into a coherent and enjoyable experience.” extends on the assertion of procedural literacy in aspect to the conceptualization of thinking frameworks in communications. In addition, another thought provoking perspective explored further in this chapter regarding algorithms and coding devote emphasis on their products of achieving metaphysical results or experience in the stimulations of human behaviors, such as in emotions in, for example – animations. In the end, if I were to offer comments on coding, I would say that complexity is not suitable description for it, but diversity.