

A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. However, readability is more than just programming style. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. Programmable devices have existed for centuries. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. There are many approaches to the Software development process. Scripting and breakpointing is also part of this process. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. Following a consistent programming style often helps readability. 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. One approach popular for requirements analysis is Use Case analysis. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.