

Techniques like Code refactoring can enhance readability. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. Computer programmers are those who write computer software. 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. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Allen Downey, in his book *How To Think Like A Computer Scientist*, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. One approach popular for requirements analysis is Use Case analysis. 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. Code-breaking algorithms have also existed for centuries. Normally the first step in debugging is to attempt to reproduce the problem. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Following a consistent programming style often helps readability. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. However, readability is more than just programming style.