

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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. 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. Code-breaking algorithms have also existed for centuries. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Computer programmers are those who write computer software. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. Use of a static code analysis tool can help detect some possible problems. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. However, readability is more than just programming style. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Code-breaking algorithms have also existed for centuries. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).