Techniques like Code refactoring can enhance readability..  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
 Programs were mostly entered using punched cards or paper tape.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Scripting and breakpointing is also part of this process.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Programmable devices have existed for centuries.  
 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.  
There exist a lot of different approaches for each of those tasks.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.