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..  
However, readability is more than just programming style.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Many applications use a mix of several languages in their construction and use.  
One approach popular for requirements analysis is Use Case analysis.  
 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.  
 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.  
 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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
There are many approaches to the Software development process.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Use of a static code analysis tool can help detect some possible problems.  
 Different programming languages support different styles of programming (called programming paradigms).