Following a consistent programming style often helps 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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Scripting and breakpointing is also part of this process.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 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.  
 Different programming languages support different styles of programming (called programming paradigms).  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Many applications use a mix of several languages in their construction and use.  
 Programs were mostly entered using punched cards or paper tape.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
 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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.