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..  
There exist a lot of different approaches for each of those tasks.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 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.  
Many applications use a mix of several languages in their construction and use.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Normally the first step in debugging is to attempt to reproduce the problem.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
It is usually easier to code in "high-level" languages than in "low-level" ones.