A similar technique used for database design is Entity-Relationship Modeling (ER Modeling)..  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
There are many approaches to the Software development process.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.