In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages..  
However, readability is more than just programming style.  
 Programmable devices have existed for centuries.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
 Code-breaking algorithms have also existed for centuries.  
Many applications use a mix of several languages in their construction and use.  
Integrated development environments (IDEs) aim to integrate all such help.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Techniques like Code refactoring can enhance readability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.