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..  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
There exist a lot of different approaches for each of those tasks.  
Scripting and breakpointing is also part of this process.  
Techniques like Code refactoring can enhance readability.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.