Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
Ideally, the programming language best suited for the task at hand will be selected.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Programs were mostly entered using punched cards or paper tape.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
There exist a lot of different approaches for each of those tasks.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.