Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
There exist a lot of different approaches for each of those tasks.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.