It is usually easier to code in "high-level" languages than in "low-level" ones..  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Ideally, the programming language best suited for the task at hand will be selected.  
Use of a static code analysis tool can help detect some possible problems.  
 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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
However, readability is more than just programming style.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
Normally the first step in debugging is to attempt to reproduce the problem.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.