Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process..  
However, readability is more than just programming style.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other 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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.