Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
However, readability is more than just programming style.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Different programming languages support different styles of programming (called programming paradigms).  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
 Computer programmers are those who write computer software.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Integrated development environments (IDEs) aim to integrate all such help.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
It is usually easier to code in "high-level" languages than in "low-level" ones.