The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code..  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Integrated development environments (IDEs) aim to integrate all such help.  
One approach popular for requirements analysis is Use Case analysis.  
  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Code-breaking algorithms have also existed for centuries.  
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.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.