Computer programmers are those who write computer software..  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Normally the first step in debugging is to attempt to reproduce the problem.  
There exist a lot of different approaches for each of those tasks.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Scripting and breakpointing is also part of this process.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Techniques like Code refactoring can enhance readability.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.