In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages..  
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.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Following a consistent programming style often helps readability.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
However, readability is more than just programming style.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Scripting and breakpointing is also part of this process.