In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages..  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 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.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Following a consistent programming style often helps readability.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.