Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
There are many approaches to the Software development process.  
One approach popular for requirements analysis is Use Case analysis.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Code-breaking algorithms have also existed for centuries.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.