It is usually easier to code in "high-level" languages than in "low-level" ones..  
Normally the first step in debugging is to attempt to reproduce the problem.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Programmable devices have existed for centuries.  
However, readability is more than just programming style.  
 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.  
 Code-breaking algorithms have also existed for centuries.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.