However, readability is more than just programming style..  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Use of a static code analysis tool can help detect some possible problems.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).