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..  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
 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.  
 Following a consistent programming style often helps readability.  
There exist a lot of different approaches for each of those tasks.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Integrated development environments (IDEs) aim to integrate all such help.  
 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.  
Many applications use a mix of several languages in their construction and use.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.