Code-breaking algorithms have also existed for centuries..  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Computer programmers are those who write computer software.  
 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.  
 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.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
However, readability is more than just programming style.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
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.  
Many applications use a mix of several languages in their construction and use.