Programmable devices have existed for centuries..  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Scripting and breakpointing is also part of this process.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
However, readability is more than just programming style.  
 Computer programmers are those who write computer software.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 Following a consistent programming style often helps readability.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.