Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA)..  
However, readability is more than just programming style.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
 Code-breaking algorithms have also existed for centuries.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Techniques like Code refactoring can enhance readability.  
Integrated development environments (IDEs) aim to integrate all such help.  
Programming languages are essential for software development.  
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.