However, readability is more than just programming style..  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Techniques like Code refactoring can enhance readability.