Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability..  
 Different programming languages support different styles of programming (called programming paradigms).  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Code-breaking algorithms have also existed for centuries.  
There exist a lot of different approaches for each of those tasks.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 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 languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
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.  
 Following a consistent programming style often helps readability.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.