Use of a static code analysis tool can help detect some possible problems..  
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.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
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.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Following a consistent programming style often helps readability.  
 Code-breaking algorithms have also existed for centuries.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
However, readability is more than just programming style.  
There exist a lot of different approaches for each of those tasks.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.