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..  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
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.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 It is very difficult to determine what are the most popular modern programming languages.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
Normally the first step in debugging is to attempt to reproduce the problem.  
There exist a lot of different approaches for each of those tasks.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.