A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it..  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Code-breaking algorithms have also existed for centuries.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Use of a static code analysis tool can help detect some possible problems.  
 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.  
Scripting and breakpointing is also part of this process.  
Techniques like Code refactoring can enhance readability.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.