Techniques like Code refactoring can enhance readability..  
Scripting and breakpointing is also part of this process.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 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.  
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.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
 Computer programmers are those who write computer software.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.