Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
There are many approaches to the Software development process.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
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.  
However, readability is more than just programming style.  
 Computer programmers are those who write computer software.  
Techniques like Code refactoring can enhance readability.  
 Code-breaking algorithms have also existed for centuries.  
Integrated development environments (IDEs) aim to integrate all such help.  
  
 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.