Ideally, the programming language best suited for the task at hand will be selected..  
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.  
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.  
There exist a lot of different approaches for each of those tasks.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Programmable devices have existed for centuries.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
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.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Programs were mostly entered using punched cards or paper tape.