Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
Many applications use a mix of several languages in their construction and use.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Techniques like Code refactoring can enhance readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Programmable devices have existed for centuries.  
Use of a static code analysis tool can help detect some possible problems.  
Scripting and breakpointing is also part of this process.  
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.  
 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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.