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..  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Use of a static code analysis tool can help detect some possible problems.  
Many applications use a mix of several languages in their construction and use.  
Programming languages are essential for software development.  
Scripting and breakpointing is also part of this process.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
There exist a lot of different approaches for each of those tasks.  
 Programs were mostly entered using punched cards or paper tape.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.