However, readability is more than just programming style..  
There are many approaches to the Software development process.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
There exist a lot of different approaches for each of those tasks.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Computer programmers are those who write computer software.