Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability..  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
There are many approaches to the Software development process.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Many applications use a mix of several languages in their construction and use.