Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.