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..  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Techniques like Code refactoring can enhance readability.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
 Following a consistent programming style often helps readability.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Programs were mostly entered using punched cards or paper tape.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
However, readability is more than just programming style.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.