Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 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.  
 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).  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
It is usually easier to code in "high-level" languages than in "low-level" ones.