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..  
 Code-breaking algorithms have also existed for centuries.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Techniques like Code refactoring can enhance readability.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Computer programmers are those who write computer software.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Scripting and breakpointing is also part of this process.  
Ideally, the programming language best suited for the task at hand will be selected.