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..  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 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).  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Many applications use a mix of several languages in their construction and use.  
Techniques like Code refactoring can enhance readability.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
 Code-breaking algorithms have also existed for centuries.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
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.