A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it..  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Programmable devices have existed for centuries.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Ideally, the programming language best suited for the task at hand will be selected.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
 Code-breaking algorithms have also existed for centuries.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.