This can be a non-trivial task, for example as with parallel processes or some unusual software bugs..  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Many applications use a mix of several languages in their construction and use.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
 Programmable devices have existed for centuries.  
However, readability is more than just programming style.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.