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..  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 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.  
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.  
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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Use of a static code analysis tool can help detect some possible problems.