Following a consistent programming style often helps readability..  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
There exist a lot of different approaches for each of those tasks.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
However, readability is more than just programming style.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Computer programmers are those who write computer software.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.