Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code..  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
 Computer programmers are those who write computer software.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Following a consistent programming style often helps readability.  
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.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.