Following a consistent programming style often helps readability..  
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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
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.  
Many applications use a mix of several languages in their construction and use.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Integrated development environments (IDEs) aim to integrate all such help.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
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.