The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA..  
There are many approaches to the Software development process.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
 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.  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
 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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
 Code-breaking algorithms have also existed for centuries.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.