Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation..  
 Programmable devices have existed for centuries.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
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.  
 It is very difficult to determine what are the most popular modern programming languages.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Code-breaking algorithms have also existed for centuries.  
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.  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.