New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation)..  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Computer programmers are those who write computer software.  
 Programs were mostly entered using punched cards or paper tape.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Following a consistent programming style often helps readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
 Programmable devices have existed for centuries.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
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.  
 Different programming languages support different styles of programming (called programming paradigms).