Ideally, the programming language best suited for the task at hand will be selected.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
However, readability is more than just programming style.  
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.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Code-breaking algorithms have also 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.