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.  
Use of a static code analysis tool can help detect some possible problems.  
There are many approaches to the Software development process.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
This is interpreted into machine code.  
There exist a lot of different approaches for each of those tasks.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Programming languages are essential for software development.  
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.  
 Computer programmers are those who write computer software.  
 Code-breaking algorithms have also existed for centuries.