However, readability is more than just programming style.  
There exist a lot of different approaches for each of those tasks.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
To produce machine code, the source code must either be compiled or transpiled.  
Normally the first step in debugging is to attempt to reproduce the problem.  
However, readability is more than just programming style.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Programming languages are essential for software development.  
 Programs were mostly entered using punched cards or paper tape.  
To produce machine code, the source code must either be compiled or transpiled.  
Techniques like Code refactoring can enhance readability.  
 Code-breaking algorithms have also existed for centuries.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).