Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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).  
Scripting and breakpointing is also part of this process.  
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.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
This is interpreted into machine code.  
Programming languages are essential for software development.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
There exist a lot of different approaches for each of those tasks.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Techniques like Code refactoring can enhance readability.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.