They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
There are many approaches to the Software development 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.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
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.