Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
Use of a static code analysis tool can help detect some possible problems.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
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 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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Use of a static code analysis tool can help detect some possible problems.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Code-breaking algorithms have also existed for centuries.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Scripting and breakpointing is also part of this process.