Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
This is interpreted into machine code.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Integrated development environments (IDEs) aim to integrate all such help.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
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).  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Code-breaking algorithms have also existed for centuries.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
 Programs were mostly entered using punched cards or paper tape.  
There exist a lot of different approaches for each of those tasks.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 Different programming languages support different styles of programming (called programming paradigms).