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).  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
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.  
However, readability is more than just programming style.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
There are many approaches to the Software development process.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
There are many approaches to the Software development process.  
Ideally, the programming language best suited for the task at hand will be selected.