For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Many applications use a mix of several languages in their construction and use.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
One approach popular for requirements analysis is Use Case analysis.  
This is interpreted into machine code.  
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.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.