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.  
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.  
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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.