Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Scripting and breakpointing is also part of this process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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).  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
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.  
Techniques like Code refactoring can enhance readability.  
Use of a static code analysis tool can help detect some possible problems.