Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Techniques like Code refactoring can enhance readability.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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).  
Use of a static code analysis tool can help detect some possible problems.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.