There are many approaches to the Software development process.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
However, readability is more than just programming style.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Ideally, the programming language best suited for the task at hand will be selected.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Techniques like Code refactoring can enhance readability.  
This is interpreted into machine code.  
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.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
There exist a lot of different approaches for each of those tasks.  
 Computer programmers are those who write computer software.  
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.  
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