They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
There are many approaches to the Software development process.  
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Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
 Following a consistent programming style often helps readability.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.