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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Scripting and breakpointing is also part of this process.  
Integrated development environments (IDEs) aim to integrate all such help.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
To produce machine code, the source code must either be compiled or transpiled.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
Ideally, the programming language best suited for the task at hand will be selected.