Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
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.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Techniques like Code refactoring can enhance readability.  
There are many approaches to the Software development process.  
To produce machine code, the source code must either be compiled or transpiled.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
This is interpreted into machine code.