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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Techniques like Code refactoring can enhance readability.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
To produce machine code, the source code must either be compiled or transpiled.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Ideally, the programming language best suited for the task at hand will be selected.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Programs were mostly entered using punched cards or paper tape.