Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Scripting and breakpointing is also part of this process.  
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.  
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.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
However, readability is more than just programming style.  
There are many approaches to the Software development process.  
This is interpreted into machine 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.  
Use of a static code analysis tool can help detect some possible problems.  
One approach popular for requirements analysis is Use Case analysis.  
There exist a lot of different approaches for each of those tasks.  
However, readability is more than just programming style.  
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