However, readability is more than just programming style.  
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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Techniques like Code refactoring can enhance readability.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
 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.  
 Computer programmers are those who write computer software.