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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
There exist a lot of different approaches for each of those tasks.  
There exist a lot of different approaches for each of those tasks.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Programming languages are essential for software development.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Ideally, the programming language best suited for the task at hand will be selected.  
However, readability is more than just programming style.