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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Many applications use a mix of several languages in their construction and use.  
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).  
Programming languages are essential for software development.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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This is interpreted into machine code.  
 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.