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 purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
There are many approaches to the Software development process.  
Use of a static code analysis tool can help detect some possible problems.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
There exist a lot of different approaches for each of those tasks.  
Many applications use a mix of several languages in their construction and use.  
Programming languages are essential for software development.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Programmable devices have existed for centuries.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.