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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Techniques like Code refactoring can enhance readability.  
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.  
Scripting and breakpointing is also part of this process.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
Many applications use a mix of several languages in their construction and use.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
This is interpreted into machine code.  
 Code-breaking algorithms have also existed for centuries.  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
There exist a lot of different approaches for each of those tasks.