However, readability is more than just programming style.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Ideally, the programming language best suited for the task at hand will be selected.  
Techniques like Code refactoring can enhance readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Use of a static code analysis tool can help detect some possible problems.  
 Following a consistent programming style often helps readability.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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.  
Compiling takes the source code from a low-level programming language and converts it into machine code.