However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
However, readability is more than just programming style.  
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There exist a lot of different approaches for each of those tasks.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
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).  
To produce machine code, the source code must either be compiled or transpiled.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Use of a static code analysis tool can help detect some possible problems.  
 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.