Donald Ervin Knuth

Literate Programming

Knuth invented literate programming to help him write a book. He married a markup language with a traditional programming language (in his case TeX, which The hyper-literate metalanguage extends the features of scribble/lp2, with the goal of providing a more modern view on literate programming. It can be Dynamic Documentation and Literate Programming - Introduction to literate programming. In literate programming the emphasis is reversed. Instead of writing code containing documentation, the literate programmer writes documentation containing the code.

Literate Programming allows both computer code and documentation to be Reverse Literate Programming - SSW 2. Each member of the next generation of programmers is given the task of documenting the code they maintain in a way that is humanly readable. Reverse Literate Programming allows programmers to document their code in a way that is readable by humans.

Reverse Literate Programming is a method for writing software documentation that is humanly readable. It is a way of writing software that makes it easy to understand and maintain. Reverse Literate Programming is based on the idea that the code should be written in a way that is readable and understandable by humans. This means that the code should be written in a way that is easy to read and understand, and that it should be well-documented.

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