Programming languages are essential for software development..  
However, readability is more than just programming style.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
 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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 It is very difficult to determine what are the most popular modern programming languages.  
It is usually easier to code in "high-level" languages than in "low-level" ones.