It affects the aspects of quality above, including portability, usability and most importantly maintainability..  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Integrated development environments (IDEs) aim to integrate all such help.  
Techniques like Code refactoring can enhance readability.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
There exist a lot of different approaches for each of those tasks.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.