A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it..  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Code-breaking algorithms have also existed for centuries.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 Following a consistent programming style often helps readability.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 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.  
Ideally, the programming language best suited for the task at hand will be selected.