In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Programs were mostly entered using punched cards or paper tape.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Different programming languages support different styles of programming (called programming paradigms).  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
Use of a static code analysis tool can help detect some possible problems.  
 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.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Normally the first step in debugging is to attempt to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Ideally, the programming language best suited for the task at hand will be selected.