New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation)..  
 Code-breaking algorithms have also existed for centuries.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
However, readability is more than just programming style.  
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).  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Different programming languages support different styles of programming (called programming paradigms).  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Programmable devices have existed for centuries.  
There are many approaches to the Software development process.  
Scripting and breakpointing is also part of this process.  
 Programs were mostly entered using punched cards or paper tape.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
There exist a lot of different approaches for each of those tasks.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.