Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages..  
 Programs were mostly entered using punched cards or paper tape.  
 Programmable devices have existed for centuries.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
  
 Following a consistent programming style often helps readability.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
However, readability is more than just programming style.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
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.