It is usually easier to code in "high-level" languages than in "low-level" ones..  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
 It is very difficult to determine what are the most popular modern programming languages.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Many applications use a mix of several languages in their construction and use.  
Integrated development environments (IDEs) aim to integrate all such help.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).