Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages..  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Computer programmers are those who write computer software.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
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.  
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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
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.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.