By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers..  
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 the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
However, readability is more than just programming style.  
  
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.  
 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.  
One approach popular for requirements analysis is Use Case analysis.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.