It affects the aspects of quality above, including portability, usability and most importantly maintainability..  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 It is very difficult to determine what are the most popular modern programming languages.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Techniques like Code refactoring can enhance readability.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Use of a static code analysis tool can help detect some possible problems.