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..  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Techniques like Code refactoring can enhance readability.  
 Programs were mostly entered using punched cards or paper tape.  
 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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated 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.  
There are many approaches to the Software development process.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Programmable devices have existed for centuries.  
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.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.