However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages..  
Many applications use a mix of several languages in their construction and use.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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).  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
However, readability is more than just programming style.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Techniques like Code refactoring can enhance readability.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Code-breaking algorithms have also existed for centuries.  
 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.