Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit..  
Use of a static code analysis tool can help detect some possible problems.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Code-breaking algorithms have also existed for centuries.  
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.  
There exist a lot of different approaches for each of those tasks.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 It is very difficult to determine what are the most popular modern programming languages.  
 Following a consistent programming style often helps readability.