In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
There exist a lot of different approaches for each of those tasks.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Programs were mostly entered using punched cards or paper tape.  
 Computer programmers are those who write computer software.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.