Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation..  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 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.  
  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 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.  
Scripting and breakpointing is also part of this process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.