While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se..  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Techniques like Code refactoring can enhance readability.  
However, readability is more than just programming style.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Ideally, the programming language best suited for the task at hand will be selected.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).