Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Code-breaking algorithms have also existed for centuries.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
Scripting and breakpointing is also part of this process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
Ideally, the programming language best suited for the task at hand will be selected.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.