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..  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
 Programs were mostly entered using punched cards or paper tape.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
There exist a lot of different approaches for each of those tasks.  
Many applications use a mix of several languages in their construction and use.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.