High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware..  
There are many approaches to the Software development process.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
One approach popular for requirements analysis is Use Case analysis.  
 Programs were mostly entered using punched cards or paper tape.  
Scripting and breakpointing is also part of this process.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Following a consistent programming style often helps readability.  
 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.  
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.  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).