Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability..  
Ideally, the programming language best suited for the task at hand will be selected.  
 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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
Use of a static code analysis tool can help detect some possible problems.  
 Code-breaking algorithms have also existed for centuries.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 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).  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).