Assembly languages were soon developed that let the programmer specify instruction in a text format (e..g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
There exist a lot of different approaches for each of those tasks.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 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.  
Techniques like Code refactoring can enhance readability.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Use of a static code analysis tool can help detect some possible problems.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 It is very difficult to determine what are the most popular modern programming languages.