Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications..  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
However, readability is more than just programming style.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Programs were mostly entered using punched cards or paper tape.