Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability..  
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.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Programming languages are essential for software development.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
 Computer programmers are those who write computer software.  
There are many approaches to the Software development process.  
 Code-breaking algorithms have also existed for centuries.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Programs were mostly entered using punched cards or paper tape.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.