It is usually easier to code in "high-level" languages than in "low-level" ones..  
 It is very difficult to determine what are the most popular modern programming languages.  
 Programs were mostly entered using punched cards or paper tape.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
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.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
 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).  
 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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Following a consistent programming style often helps readability.  
Scripting and breakpointing is also part of this process.  
Many applications use a mix of several languages in their construction and use.  
However, readability is more than just programming style.  
 Code-breaking algorithms have also existed for centuries.