Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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).  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 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.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
There exist a lot of different approaches for each of those tasks.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.