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..  
Ideally, the programming language best suited for the task at hand will be selected.  
 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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Computer programmers are those who write computer software.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
There exist a lot of different approaches for each of those tasks.