High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware..  
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.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.