However, readability is more than just programming style..  
Integrated development environments (IDEs) aim to integrate all such help.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
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.  
Scripting and breakpointing is also part of this process.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Programming languages are essential for software development.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
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.