They are the building blocks for all software, from the simplest applications to the most sophisticated ones..  
Programming languages are essential for software development.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
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.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
One approach popular for requirements analysis is Use Case analysis.  
There exist a lot of different approaches for each of those tasks.  
However, readability is more than just programming style.  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
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.