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.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
There are many approaches to the Software development process.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
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.