Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages..  
Use of a static code analysis tool can help detect some possible problems.  
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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
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 exist a lot of different approaches for each of those tasks.  
Ideally, the programming language best suited for the task at hand will be selected.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.