It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages..  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
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.  
 Following a consistent programming style often helps readability.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
However, readability is more than just programming style.  
 It is very difficult to determine what are the most popular modern programming languages.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.