Different programming languages support different styles of programming (called programming paradigms)..  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
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.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Techniques like Code refactoring can enhance readability.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
There are many approaches to the Software development process.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.