Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation..  
Techniques like Code refactoring can enhance readability.  
There exist a lot of different approaches for each of those tasks.  
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.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
However, readability is more than just programming style.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Code-breaking algorithms have also existed for centuries.  
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.  
 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.  
One approach popular for requirements analysis is Use Case analysis.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
It is usually easier to code in "high-level" languages than in "low-level" ones.