In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
Ideally, the programming language best suited for the task at hand will be selected.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There are many approaches to the Software development process.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
One approach popular for requirements analysis is Use Case analysis.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 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.  
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.  
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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
However, readability is more than just programming style.  
 Programs were mostly entered using punched cards or paper tape.  
Techniques like Code refactoring can enhance readability.