It is usually easier to code in "high-level" languages than in "low-level" ones..  
 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.  
Many applications use a mix of several languages in their construction and use.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Programming languages are essential for software development.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
 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.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 Different programming languages support different styles of programming (called programming paradigms).  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 Programmable devices have existed for centuries.  
Scripting and breakpointing is also part of this process.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.