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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There are many approaches to the Software development process.  
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).  
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.  
This is interpreted into machine code.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
There exist a lot of different approaches for each of those tasks.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
However, readability is more than just programming style.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
 Programmable devices have existed for centuries.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.