The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
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.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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Techniques like Code refactoring can enhance readability.  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
To produce machine code, the source code must either be compiled or transpiled.  
Use of a static code analysis tool can help detect some possible problems.  
However, readability is more than just programming style.  
Programming languages are essential for software development.