Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
Use of a static code analysis tool can help detect some possible problems.  
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Use of a static code analysis tool can help detect some possible problems.  
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).  
 Code-breaking algorithms have also existed for centuries.  
Normally the first step in debugging is to attempt to reproduce the problem.