Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
There exist a lot of different approaches for each of those tasks.  
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).  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
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.  
 Programmable devices have existed for centuries.  
Many applications use a mix of several languages in their construction and use.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.