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It is usually easier to code in "high-level" languages than in "low-level" ones.  
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However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.