It is usually easier to code in "high-level" languages than in "low-level" ones.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
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).  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
However, readability is more than just programming style.  
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It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
Techniques like Code refactoring can enhance readability.  
There are many approaches to the Software development process.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.