However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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).  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Techniques like Code refactoring can enhance readability.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
This is interpreted into machine code.