It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Many applications use a mix of several languages in their construction and use.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
There are many approaches to the Software development process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.