However, readability is more than just programming style.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
There are many approaches to the Software development process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
To produce machine code, the source code must either be compiled or transpiled.  
Many applications use a mix of several languages in their construction and use.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
 Computer programmers are those who write computer software.  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.