There exist a lot of different approaches for each of those tasks.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
However, readability is more than just programming style.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Ideally, the programming language best suited for the task at hand will be selected.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Many applications use a mix of several languages in their construction and use.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Programmable devices have existed for centuries.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.