Ideally, the programming language best suited for the task at hand will be selected.  
However, readability is more than just programming style.  
There exist a lot of different approaches for each of those tasks.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Programming languages are essential for software development.  
To produce machine code, the source code must either be compiled or transpiled.  
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).  
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.  
Scripting and breakpointing is also part of this process.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
 Following a consistent programming style often helps readability.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.