There exist a lot of different approaches for each of those tasks.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Techniques like Code refactoring can enhance readability.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Techniques like Code refactoring can enhance readability.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Use of a static code analysis tool can help detect some possible problems.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.