Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
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.  
There exist a lot of different approaches for each of those tasks.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There exist a lot of different approaches for each of those tasks.  
Scripting and breakpointing is also part of this process.  
Ideally, the programming language best suited for the task at hand will be selected.  
Many applications use a mix of several languages in their construction and use.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
There are many approaches to the Software development process.  
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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.