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.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Techniques like Code refactoring can enhance readability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated 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.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
There exist a lot of different approaches for each of those tasks.  
Techniques like Code refactoring can enhance readability.  
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.  
  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.