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.  
However, readability is more than just programming style.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
There exist a lot of different approaches for each of those tasks.  
Many applications use a mix of several languages in their construction and use.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
Ideally, the programming language best suited for the task at hand will be selected.  
One approach popular for requirements analysis is Use Case analysis.  
Techniques like Code refactoring can enhance readability.  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
 Programs were mostly entered using punched cards or paper tape.  
There are many approaches to the Software development process.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).