Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
To produce machine code, the source code must either be compiled or transpiled.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Ideally, the programming language best suited for the task at hand will be selected.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Following a consistent programming style often helps readability.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
 Code-breaking algorithms have also existed for centuries.