In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. Techniques like Code refactoring can enhance readability. 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. 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. Scripting and breakpointing is also part of this process. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. 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. Programming languages are essential for software development. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. One approach popular for requirements analysis is Use Case analysis. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. 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. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. 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. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.