

Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Following a consistent programming style often helps readability. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Whatever the approach to development may be, the final program must satisfy some fundamental properties. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Normally the first step in debugging is to attempt to reproduce the problem. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. 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. Normally the first step in debugging is to attempt to reproduce the problem. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. One approach popular for requirements analysis is Use Case analysis. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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.