Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. Following a consistent programming style often helps readability. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Programs were mostly entered using punched cards or paper tape. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Scripting and breakpointing is also part of this process. Ideally, the programming language best suited for the task at hand will be selected. Scripting and breakpointing is also part of this process. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Allen Downey, in his book How To Think Like A Computer Scientist, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. There exist a lot of different approaches for each of those tasks. 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. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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.