Programming languages are essential for software development. 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. Code-breaking algorithms have also existed for centuries. Ideally, the programming language best suited for the task at hand will be selected. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to 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. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). Techniques like Code refactoring can enhance readability. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. Different programming languages support different styles of programming (called programming paradigms). A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. Programs were mostly entered using punched cards or paper tape. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. 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. 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. 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.