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. Programs were mostly entered using punched cards or paper tape. There exist a lot of different approaches for each of those tasks. 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. 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, Charles Babbage had already written his first program for the Analytical Engine in 1837. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. There are many approaches to the Software development process. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. There are many approaches to the Software development process. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Code-breaking algorithms have also existed for centuries. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. 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. Programmable devices have existed for centuries. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. It is very difficult to determine what are the most popular modern programming languages. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. It is usually easier to code in "high-level" languages than in "low-level" ones. It affects the aspects of quality above, including portability, usability and most importantly maintainability.