However, readability is more than just programming style..  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
 Code-breaking algorithms have also existed for centuries.  
 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.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
One approach popular for requirements analysis is Use Case analysis.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Ideally, the programming language best suited for the task at hand will be selected.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.