Programs were mostly entered using punched cards or paper tape..  
However, readability is more than just programming style.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
There exist a lot of different approaches for each of those tasks.  
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.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Many applications use a mix of several languages in their construction and use.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Code-breaking algorithms have also existed for centuries.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Following a consistent programming style often helps readability.