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 languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other 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.  
  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Techniques like Code refactoring can enhance readability.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 Code-breaking algorithms have also existed for centuries.  
 Programs were mostly entered using punched cards or paper tape.