This can be a non-trivial task, for example as with parallel processes or some unusual software bugs..  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
 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.  
However, readability is more than just programming style.  
 Code-breaking algorithms have also existed for centuries.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 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.  
 Programmable devices have existed for centuries.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.