Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards..  
Many applications use a mix of several languages in their construction and use.  
 Following a consistent programming style often helps readability.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
 Programmable devices have existed for centuries.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 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.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 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.