Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment..  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Code-breaking algorithms have also existed for centuries.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.