Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications..  
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.  
Techniques like Code refactoring can enhance readability.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Many applications use a mix of several languages in their construction and use.  
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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
 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 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.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Programmable devices have existed for centuries.  
 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.  
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.