Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display..  
  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 It is very difficult to determine what are the most popular modern programming languages.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 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.  
 Code-breaking algorithms have also existed for centuries.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.