In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
However, readability is more than just programming style.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Programs were mostly entered using punched cards or paper tape.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
Many applications use a mix of several languages in their construction and use.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Programmable devices have existed for centuries.