Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards..  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 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.  
There are many approaches to the Software development process.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
 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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
One approach popular for requirements analysis is Use Case analysis.  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Computer programmers are those who write computer software.