Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards..  
One approach popular for requirements analysis is Use Case analysis.  
 Code-breaking algorithms have also existed for centuries.  
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.  
Techniques like Code refactoring can enhance readability.  
Integrated development environments (IDEs) aim to integrate all such help.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Many applications use a mix of several languages in their construction and use.  
 Computer programmers are those who write computer software.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Programmable devices have existed for centuries.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.