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..  
 Programs were mostly entered using punched cards or paper tape.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
 It is very difficult to determine what are the most popular modern programming languages.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Many applications use a mix of several languages in their construction and use.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Programmable devices have existed for centuries.  
Techniques like Code refactoring can enhance readability.