Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances..  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 Computer programmers are those who write computer software.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 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.  
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.