Code-breaking algorithms have also existed for centuries..  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 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.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Ideally, the programming language best suited for the task at hand will be selected.