Techniques like Code refactoring can enhance readability..  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Programs were mostly entered using punched cards or paper tape.  
Normally the first step in debugging is to attempt to reproduce the problem.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Different programming languages support different styles of programming (called programming paradigms).