By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers..  
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.  
Many applications use a mix of several languages in their construction and use.  
There are many approaches to the Software development process.  
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.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
 Programs were mostly entered using punched cards or paper tape.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.