Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards..  
Techniques like Code refactoring can enhance readability.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
However, readability is more than just programming style.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.