Programs were mostly entered using punched cards or paper tape..  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Scripting and breakpointing is also part of this process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Computer programmers are those who write computer software.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.