Techniques like Code refactoring can enhance readability..  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Code-breaking algorithms have also existed for centuries.  
Use of a static code analysis tool can help detect some possible problems.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
There are many approaches to the Software development process.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Following a consistent programming style often helps readability.