Relatedly, software engineering combines engineering techniques and principles with software development.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
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.  
However, readability is more than just programming style.  
Techniques like Code refactoring can enhance readability.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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.  
 Code-breaking algorithms have also existed for centuries.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Programming languages are essential for software development.