However, readability is more than just programming style.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
 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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.