Integrated development environments (IDEs) aim to integrate all such help.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
There are many approaches to the Software development process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Scripting and breakpointing is also part of this process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Following a consistent programming style often helps readability.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 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.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.