Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Integrated development environments (IDEs) aim to integrate all such help.  
Many applications use a mix of several languages in their construction and use.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Programming languages are essential for software development.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Different programming languages support different styles of programming (called programming paradigms).