For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
However, readability is more than just programming style.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
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.