Integrated development environments (IDEs) aim to integrate all such help.  
There are many approaches to the Software development process.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Techniques like Code refactoring can enhance readability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
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).  
 Programs were mostly entered using punched cards or paper tape.  
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.