Relatedly, software engineering combines engineering techniques and principles with software development.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
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.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.