The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Scripting and breakpointing is also part of this process.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Programs were mostly entered using punched cards or paper tape.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Computer programmers are those who write computer software.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.