Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Scripting and breakpointing is also part of this process.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
To produce machine code, the source code must either be compiled or transpiled.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 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.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Programs were mostly entered using punched cards or paper tape.  
 Following a consistent programming style often helps readability.