However, readability is more than just programming style.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
There exist a lot of different approaches for each of those tasks.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There exist a lot of different approaches for each of those tasks.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
 Code-breaking algorithms have also existed for centuries.  
Integrated development environments (IDEs) aim to integrate all such help.  
However, readability is more than just programming style.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.