Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
This is interpreted into machine code.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
There are many approaches to the Software development process.  
 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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.