By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Many applications use a mix of several languages in their construction and use.  
Programming languages are essential for software development.  
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.  
Scripting and breakpointing is also part of this process.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
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.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Ideally, the programming language best suited for the task at hand will be selected.  
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 is usually easier to code in "high-level" languages than in "low-level" ones.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.