Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Integrated development environments (IDEs) aim to integrate all such help.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Scripting and breakpointing is also part of this process.  
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.  
Programming languages are essential for software development.  
Scripting and breakpointing is also part of this process.  
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.  
Scripting and breakpointing is also part of this process.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 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.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
 Following a consistent programming style often helps readability.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.