By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
There are many approaches to the Software development process.  
Scripting and breakpointing is also part of this process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
 Code-breaking algorithms have also existed for centuries.