For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
This is interpreted into machine code.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Scripting and breakpointing is also part of this process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
However, readability is more than just programming style.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
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.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.