Scripting and breakpointing is also part of this process.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
However, readability is more than just programming style.  
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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Use of a static code analysis tool can help detect some possible problems.  
Techniques like Code refactoring can enhance readability.  
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.  
 Different programming languages support different styles of programming (called programming paradigms).  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Code-breaking algorithms have also existed for centuries.  
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.