FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
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.  
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.  
However, readability is more than just programming style.  
Techniques like Code refactoring can enhance readability.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Scripting and breakpointing is also part of this process.  
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 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
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