In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
This is interpreted into machine code.  
Use of a static code analysis tool can help detect some possible problems.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
However, readability is more than just programming style.  
  
Normally the first step in debugging is to attempt to reproduce the problem.