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.  
Techniques like Code refactoring can enhance readability.  
Scripting and breakpointing is also part of this process.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Scripting and breakpointing is also part of this process.  
There are many approaches to the Software development process.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
 Code-breaking algorithms have also existed for centuries.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.