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.  
There are many approaches to the Software development process.  
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.  
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.  
Scripting and breakpointing is also part of this process.  
To produce machine code, the source code must either be compiled or transpiled.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 Programmable devices have existed for centuries.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Scripting and breakpointing is also part of this process.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.