Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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.  
However, readability is more than just programming style.  
Techniques like Code refactoring can enhance readability.  
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.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Techniques like Code refactoring can enhance readability.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Normally the first step in debugging is to attempt to reproduce the problem.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.