Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
This is interpreted into machine code.  
Ideally, the programming language best suited for the task at hand will be selected.  
Many applications use a mix of several languages in their construction and use.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
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.  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).