Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. Normally the first step in debugging is to attempt to reproduce the problem. 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. Allen Downey, in his book How To Think Like A Computer Scientist, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. Also, specific user environment and usage history can make it difficult to reproduce the problem. Following a consistent programming style often helps readability. Techniques like Code refactoring can enhance readability. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. Many applications use a mix of several languages in their construction and use. 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. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. Many applications use a mix of several languages in their construction and use. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. Use of a static code analysis tool can help detect some possible problems. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. Following a consistent programming style often helps readability. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. Techniques like Code refactoring can enhance readability. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.