Normally the first step in debugging is to attempt to reproduce the problem. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. Use of a static code analysis tool can help detect some possible problems. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Different programming languages support different styles of programming (called programming paradigms). Ideally, the programming language best suited for the task at hand will be selected. 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. 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. 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. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Ideally, the programming language best suited for the task at hand will be selected. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. 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. Programmable devices have existed for centuries. One approach popular for requirements analysis is Use Case analysis. Code-breaking algorithms have also existed for centuries. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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. There exist a lot of different approaches for each of those tasks.