Unreadable code often leads to bugs, inefficiencies, and duplicated code. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. Use of a static code analysis tool can help detect some possible problems. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). However, readability is more than just programming style. Following a consistent programming style often helps readability. Programming languages are essential for software development. 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. 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. However, readability is more than just programming style. Many applications use a mix of several languages in their construction and use. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. It is very difficult to determine what are the most popular modern programming languages. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. However, readability is more than just programming style. 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.