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. There exist a lot of different approaches for each of those tasks. Techniques like Code refactoring can enhance readability. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. 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. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. 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. 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. However, readability is more than just programming style. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). However, readability is more than just programming style. 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. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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.