Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Many applications use a mix of several languages in their construction and use. 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. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation). Programs were mostly entered using punched cards or paper tape. Programmable devices have existed for centuries. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Techniques like Code refactoring can enhance readability. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Programming languages are essential for software development. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" - a series of pasteboard cards with holes punched in them. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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.