Code-breaking algorithms have also existed for centuries. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. 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). They are the building blocks for all software, from the simplest applications to the most sophisticated ones. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. It is usually easier to code in "high-level" languages than in "low-level" ones. Ideally, the programming language best suited for the task at hand will be selected. Techniques like Code refactoring can enhance readability. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. It affects the aspects of quality above, including portability, usability and most importantly maintainability. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. It affects the aspects of quality above, including portability, usability and most importantly maintainability.