However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Following a consistent programming style often helps readability. 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. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. However, readability is more than just programming style. 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. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. For example, COBOL is still strong in corporate data centers often on large mainframe computers. Fortran in engineering applications, scripting languages in Web development, and C in embedded software. Normally the first step in debugging is to attempt to reproduce the problem. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" - a series of pasteboard cards with holes punched in them. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. 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. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. 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.