The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. 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. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. Computer programmers are those who write computer software. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Programming languages are essential for software development. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. 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. Following a consistent programming style often helps readability. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. It is usually easier to code in "high-level" languages than in "low-level" ones. Normally the first step in debugging is to attempt to reproduce the problem.