One approach popular for requirements analysis is Use Case analysis. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Code-breaking algorithms have also existed for centuries. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. 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. 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). In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. One approach popular for requirements analysis is Use Case analysis. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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). 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. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Many applications use a mix of several languages in their construction and use. There exist a lot of different approaches for each of those tasks. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.