By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. Programming languages are essential for software development. Integrated development environments (IDEs) aim to integrate all such help. 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. 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. Ideally, the programming language best suited for the task at hand will be selected. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Whatever the approach to development may be, the final program must satisfy some fundamental properties. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. 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. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Programmable devices have existed for centuries.