However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. However, readability is more than just programming style. 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. Computer programmers are those who write computer software. 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. 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. Programmable devices have existed for centuries. Code-breaking algorithms have also existed for centuries. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. 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. 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. However, readability is more than just programming style. Different programming languages support different styles of programming (called programming paradigms). Scripting and breakpointing is also part of this process. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Scripting and breakpointing is also part of this process. Programs were mostly entered using punched cards or paper tape. Techniques like Code refactoring can enhance readability.