Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. 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. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. It is very difficult to determine what are the most popular modern programming languages. 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. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). There are many approaches to the Software development process. Code-breaking algorithms have also existed for centuries. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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 is usually easier to code in "high-level" languages than in "low-level" ones. Ideally, the programming language best suited for the task at hand will be selected. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Different programming languages support different styles of programming (called programming paradigms).