However, readability is more than just programming style. Computer programmers are those who write computer software. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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. Techniques like Code refactoring can enhance readability. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Scripting and breakpointing is also part of this process. 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. It is very difficult to determine what are the most popular modern programming languages. There are many approaches to the Software development process. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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). 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. 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. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.