The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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). 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Programmable devices have existed for centuries. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. However, readability is more than just programming style. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" - a series of pasteboard cards with holes punched in them. 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. Following a consistent programming style often helps readability.