Scripting and breakpointing is also part of this process. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. Techniques like Code refactoring can enhance readability. 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. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. 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. 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. 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Following a consistent programming style often helps readability. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. 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. There exist a lot of different approaches for each of those tasks. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.