Integrated development environments (IDEs) aim to integrate all such help. Programmable devices have existed for centuries. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Ideally, the programming language best suited for the task at hand will be selected. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. 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 usually easier to code in "high-level" languages than in "low-level" ones. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. 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). Normally the first step in debugging is to attempt to reproduce the problem. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. It is very difficult to determine what are the most popular modern programming languages. Programming languages are essential for software development. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Many applications use a mix of several languages in their construction and use. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. It is usually easier to code in "high-level" languages than in "low-level" ones. 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.