This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Use of a static code analysis tool can help detect some possible problems. Normally the first step in debugging is to attempt to reproduce the problem. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. It is usually easier to code in "high-level" languages than in "low-level" ones. Computer programmers are those who write computer software. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. 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. 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. One approach popular for requirements analysis is Use Case analysis. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Computer programmers are those who write computer software. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. 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. 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. 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. 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. 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. 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.