A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA), Also, specific user environment and usage history can make it difficult to reproduce the problem. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. Programmable devices have existed for centuries. 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. Code-breaking algorithms have also existed for centuries. 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. 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. 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). It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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). Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. Techniques like Code refactoring can enhance readability. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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 similar technique used for database design is Entity-Relationship Modeling (ER

Modeling).