Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Many applications use a mix of several languages in their construction and use. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. 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. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Also, specific user environment and usage history can make it difficult to reproduce the problem. Normally the first step in debugging is to attempt to reproduce the problem. 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. 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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Techniques like Code refactoring can enhance readability. Integrated development environments (IDEs) aim to integrate all such help. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).