Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. Code-breaking algorithms have also existed for centuries. Normally the first step in debugging is to attempt to reproduce the problem. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Many applications use a mix of several languages in their construction and use. Code-breaking algorithms have also existed for centuries. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Use of a static code analysis tool can help detect some possible problems. There exist a lot of different approaches for each of those tasks. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. 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. It is very difficult to determine what are the most popular modern programming languages. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Use of a static code analysis tool can help detect some possible problems. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. 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. Techniques like Code refactoring can enhance readability.