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. 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. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. There exist a lot of different approaches for each of those tasks. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. Many applications use a mix of several languages in their construction and use. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Many applications use a mix of several languages in their construction and use. 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. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Many applications use a mix of several languages in their construction and use.