This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. However, readability is more than just programming style. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Programs were mostly entered using punched cards or paper tape. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Use of a static code analysis tool can help detect some possible problems. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Code-breaking algorithms have also existed for centuries. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. Following a consistent programming style often helps readability. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. Whatever the approach to development may be, the final program must satisfy some fundamental properties. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. 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, Charles Babbage had already written his first program for the Analytical Engine in 1837.