Programmable devices have existed for centuries. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Scripting and breakpointing is also part of this process. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. There are many approaches to the Software development process. 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. Code-breaking algorithms have also existed for centuries. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Different programming languages support different styles of programming (called programming paradigms). 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. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. However, readability is more than just programming style. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.