In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Many applications use a mix of several languages in their construction and use. Programming languages are essential for software development. 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. 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. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Programming languages are essential for software development. Integrated development environments (IDEs) aim to integrate all such help. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. Code-breaking algorithms have also existed for centuries. Use of a static code analysis tool can help detect some possible problems. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. 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. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.