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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Programming languages are essential for software development. 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. Also, specific user environment and usage history can make it difficult 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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 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. 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. 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. 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. Programmable devices have existed for centuries. Programs were mostly entered using punched cards or paper tape. Use of a static code analysis tool can help detect some possible problems. 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. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. 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.