In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Computer programmers are those who write computer software. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. 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. Computer programmers are those who write computer software. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Whatever the approach to development may be, the final program must satisfy some fundamental properties. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Whatever the approach to development may be, the final program must satisfy some fundamental properties. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. 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.