In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Use of a static code analysis tool can help detect some possible problems. Programming languages are essential for software development. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Integrated development environments (IDEs) aim to integrate all such help. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Programmable devices have existed for centuries. 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. 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. Ideally, the programming language best suited for the task at hand will be selected. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. 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. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Integrated development environments (IDEs) aim to integrate all such help. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. 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.