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. 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. It is very difficult to determine what are the most popular modern programming languages. 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. Use of a static code analysis tool can help detect some possible problems. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. One approach popular for requirements analysis is Use Case analysis. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. 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). 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. 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. Integrated development environments (IDEs) aim to integrate all such help. 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. The Unified Modeling Language (UML) is a notation used for both the OOAD and 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. 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. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. Techniques like Code refactoring can enhance readability.