It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). 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. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" - a series of pasteboard cards with holes punched in them. Following a consistent programming style often helps readability. 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). 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Integrated development environments (IDEs) aim to integrate all such help. Ideally, the programming language best suited for the task at hand will be selected. 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. 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. New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation). Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.