Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Different programming languages support different styles of programming (called programming paradigms). 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. Following a consistent programming style often helps readability. As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. Programs were mostly entered using punched cards or paper tape. Different programming languages support different styles of programming (called programming paradigms). 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Scripting and breakpointing is also part of this process. Use of a static code analysis tool can help detect some possible problems. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Code-breaking algorithms have also existed for centuries. Computer programmers are those who write computer software. 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. There are many approaches to the Software development process. Different programming languages support different styles of programming (called programming paradigms). 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.