Ideally, the programming language best suited for the task at hand will be selected. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Different programming languages support different styles of programming (called programming paradigms). However, readability is more than just programming style. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Programming languages are essential for software development. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Code-breaking algorithms have also existed for centuries. 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. 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. Programs were mostly entered using punched cards or paper tape. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Code-breaking algorithms have also existed for centuries. 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. Code-breaking algorithms have also existed for centuries. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. 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). 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Following a consistent programming style often helps readability. 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). Programs were mostly entered using punched cards or paper tape.