Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. Many applications use a mix of several languages in their construction and use. Programmable devices have existed for centuries. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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). One approach popular for requirements analysis is Use Case analysis. 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. Normally the first step in debugging is to attempt to reproduce the problem. 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. Many applications use a mix of several languages in their construction and use. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Programmable devices have existed for centuries. Scripting and breakpointing is also part of this process. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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). He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Use of a static code analysis tool can help detect some possible problems. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837.