Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. 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). It is usually easier to code in "high-level" languages than in "low-level" ones. 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 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. 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. 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. Different programming languages support different styles of programming (called programming paradigms). 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. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. 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. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. There are many approaches to the Software development process. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. 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. Techniques like Code refactoring can enhance readability. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. Following a consistent programming style often helps readability.