Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Ideally, the programming language best suited for the task at hand will be selected. Scripting and breakpointing is also part of this process. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Unreadable code often leads to bugs, inefficiencies, and duplicated code. One approach popular for requirements analysis is Use Case analysis. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Also, specific user environment and usage history can make it difficult to reproduce the problem. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.