After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. Code-breaking algorithms have also existed for centuries. Scripting and breakpointing is also part of this process. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. There are many approaches to the Software development process. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. 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. Normally the first step in debugging is to attempt to reproduce the problem. However, readability is more than just programming style. 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). 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. However, readability is more than just programming style. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. 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. Techniques like Code refactoring can enhance readability. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.