Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Normally the first step in debugging is to attempt to reproduce the problem. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. It is very difficult to determine what are the most popular modern programming languages. Different programming languages support different styles of programming (called programming paradigms). Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. 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. 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. 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. Use of a static code analysis tool can help detect some possible problems. There are many approaches to the Software development process. Unreadable code often leads to bugs, inefficiencies, and duplicated code. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. 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. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.