When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. 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. 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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Many applications use a mix of several languages in their construction and use. It affects the aspects of quality above, including portability, usability and most importantly maintainability. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Integrated development environments (IDEs) aim to integrate all such help. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. It is very difficult to determine what are the most popular modern programming languages. Ideally, the programming language best suited for the task at hand will be selected. Computer programmers are those who write computer software. 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. 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. Ideally, the programming language best suited for the task at hand will be selected. 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. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.