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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Programmable devices have existed for centuries. There are many approaches to the Software development process. Different programming languages support different styles of programming (called programming paradigms). Programs were mostly entered using punched cards or paper tape. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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). Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. Scripting and breakpointing is also part of this process. Following a consistent programming style often helps readability. Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Programmable devices have existed for centuries. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.