Programming languages are essential for software development. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Use of a static code analysis tool can help detect some possible problems. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Programming languages are essential for software development. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. 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. 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. It is very difficult to determine what are the most popular modern programming languages. 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. 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. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. 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. Techniques like Code refactoring can enhance readability. Use of a static code analysis tool can help detect some possible problems. However, Charles Babbage had already written his first program for the Analytical Engine in 1837.