The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Many applications use a mix of several languages in their construction and use. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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. There are many approaches to the Software development process. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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. 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. There exist a lot of different approaches for each of those tasks.