Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. Different programming languages support different styles of programming (called programming paradigms). In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Whatever the approach to development may be, the final program must satisfy some fundamental properties. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. 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. Different programming languages support different styles of programming (called programming paradigms). 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. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Integrated development environments (IDEs) aim to integrate all such help. 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. Following a consistent programming style often helps readability.