The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Different programming languages support different styles of programming (called programming paradigms). Normally the first step in debugging is to attempt to reproduce the problem. However, readability is more than just programming style. 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. New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation). However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Scripting and breakpointing is also part of this process. 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. Integrated development environments (IDEs) aim to integrate all such help. 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. 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). This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Scripting and breakpointing is also part of this process. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Also, specific user environment and usage history can make it difficult to reproduce the problem. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.