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. Programs were mostly entered using punched cards or paper tape. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Programs were mostly entered using punched cards or paper tape. Ideally, the programming language best suited for the task at hand will be selected. 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. Following a consistent programming style often helps readability. Integrated development environments (IDEs) aim to integrate all such help. Programs were mostly entered using punched cards or paper tape. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Following a consistent programming style often helps readability. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. 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.