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. 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. Many applications use a mix of several languages in their construction and use. 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). Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. However, readability is more than just programming style. 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. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Programmable devices have existed for centuries. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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.