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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Programmable devices have existed for centuries. There exist a lot of different approaches for each of those tasks. 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. 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. Normally the first step in debugging is to attempt to reproduce the problem. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Scripting and breakpointing is also part of this process. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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 involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. 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. Programmable devices have existed for centuries. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. 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. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Following a consistent programming style often helps readability. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.