There exist a lot of different approaches for each of those tasks. 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. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. However, readability is more than just programming style. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. Techniques like Code refactoring can enhance readability. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Techniques like Code refactoring can enhance readability. However, readability is more than just programming style. 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. There are many approaches to the Software development process. 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. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. It is usually easier to code in "high-level" languages than in "low-level" ones. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. One approach popular for requirements analysis is Use Case analysis. Computer programmers are those who write computer software. Normally the first step in debugging is to attempt to reproduce the problem.