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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Scripting and breakpointing is also part of this process. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Programmable devices have existed for centuries. 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. 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. Following a consistent programming style often helps readability. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Programmable devices have existed for centuries. It affects the aspects of quality above, including portability, usability and most importantly maintainability. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). One approach popular for requirements analysis is Use Case analysis. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. One approach popular for requirements analysis is Use Case analysis. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. 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. Use of a static code analysis tool can help detect some possible problems. 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 Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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.