High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Computer programmers are those who write computer software. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. Different programming languages support different styles of programming (called programming paradigms). 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. It is usually easier to code in "high-level" languages than in "low-level" ones. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Following a consistent programming style often helps readability. 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. 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. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. It is very difficult to determine what are the most popular modern programming languages. 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.