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. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). 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). It affects the aspects of quality above, including portability, usability and most importantly maintainability. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. Ideally, the programming language best suited for the task at hand will be selected. However, readability is more than just programming style. Different programming languages support different styles of programming (called programming paradigms). 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. 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). While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. 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.