It is usually easier to code in "high-level" languages than in "low-level" ones. Code-breaking algorithms have also existed for centuries. 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. 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. 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. Use of a static code analysis tool can help detect some possible problems. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. 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. Integrated development environments (IDEs) aim to integrate all such help. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. There exist a lot of different approaches for each of those tasks. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Code-breaking algorithms have also existed for centuries. Integrated development environments (IDEs) aim to integrate all such help. 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. 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). Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. One approach popular for requirements analysis is Use Case analysis. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Following a consistent programming style often helps readability.