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. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Programs were mostly entered using punched cards or paper tape. 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. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly 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. Programming languages are essential for software development. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. Programmable devices have existed for centuries. Techniques like Code refactoring can enhance readability. Different programming languages support different styles of programming (called programming paradigms). Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. One approach popular for requirements analysis is Use Case analysis. 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. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Use of a static code analysis tool can help detect some possible problems. 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. Following a consistent programming style often helps readability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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.