Integrated development environments (IDEs) aim to integrate all such help. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Code-breaking algorithms have also existed for centuries. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Programs were mostly entered using punched cards or paper tape. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. It affects the aspects of quality above, including portability, usability and most importantly maintainability. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Following a consistent programming style often helps readability. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). They are the building blocks for all software, from the simplest applications to the most sophisticated ones. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). However, readability is more than just programming style. Normally the first step in debugging is to attempt to reproduce the problem. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. Programmable devices have existed for centuries.