Integrated development environments (IDEs) aim to integrate all such help. One approach popular for requirements analysis is Use Case analysis. 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. 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. 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. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. 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. 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. Code-breaking algorithms have also existed for centuries. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Ideally, the programming language best suited for the task at hand will be selected. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. Techniques like Code refactoring can enhance readability. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Also, specific user environment and usage history can make it difficult to reproduce the problem. It is usually easier to code in "high-level" languages than in "low-level" ones. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Ideally, the programming language best suited for the task at hand will be selected. 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.