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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. There are many approaches to the Software development process. 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. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. 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. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. 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. 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. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. 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.