By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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 first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Following a consistent programming style often helps readability. 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. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. One approach popular for requirements analysis is Use Case analysis. 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. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Code-breaking algorithms have also existed for centuries. Unreadable code often leads to bugs, inefficiencies, and duplicated code. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. 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. Techniques like Code refactoring can enhance readability. There are many approaches to the Software development process. 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.