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. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Also, specific user environment and usage history can make it difficult to reproduce the problem. It affects the aspects of quality above, including portability, usability and most importantly maintainability. There are many approaches to the Software development process. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. There exist a lot of different approaches for each of those tasks. In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. Programs were mostly entered using punched cards or paper tape. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Code-breaking algorithms have also existed for centuries. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Programmable devices have existed for centuries. Code-breaking algorithms have also existed for centuries. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Computer programmers are those who write computer software. There exist a lot of different approaches for each of those tasks. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. It is very difficult to determine what are the most popular modern programming languages.