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. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Many applications use a mix of several languages in their construction and use. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. There are many approaches to the Software development process. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. One approach popular for requirements analysis is Use Case analysis. 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. 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. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. However, readability is more than just programming style. 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. 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. 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. Use of a static code analysis tool can help detect some possible problems. 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.