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. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. It is usually easier to code in "high-level" languages than in "low-level" ones. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. There exist a lot of different approaches for each of those tasks. 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. 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. 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. 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. Programmable devices have existed for centuries. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. 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. 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. Integrated development environments (IDEs) aim to integrate all such help. Different programming languages support different styles of programming (called programming paradigms). Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Following a consistent programming style often helps readability. 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. Following a consistent programming style often helps readability. Normally the first step in debugging is to attempt to reproduce the problem. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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.