Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Programming languages are essential for software development. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. Following a consistent programming style often helps readability. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Different programming languages support different styles of programming (called programming paradigms). Different programming languages support different styles of programming (called programming paradigms). Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Programmable devices have existed for centuries. 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. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. Integrated development environments (IDEs) aim to integrate all such help. Many applications use a mix of several languages in their construction and use. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. Integrated development environments (IDEs) aim to integrate all such help.