Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Also, specific user environment and usage history can make it difficult to reproduce the problem. Code-breaking algorithms have also existed for centuries. Programmable devices have existed for centuries. Ideally, the programming language best suited for the task at hand will be selected. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. 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. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Computer programmers are those who write computer software. There exist a lot of different approaches for each of those tasks. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. Ideally, the programming language best suited for the task at hand will be selected. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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.