After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. There exist a lot of different approaches for each of those tasks. Techniques like Code refactoring can enhance readability. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. It is usually easier to code in "high-level" languages than in "low-level" ones. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation). Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. It is very difficult to determine what are the most popular modern programming languages. 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. Use of a static code analysis tool can help detect some possible problems. Many applications use a mix of several languages in their construction and use. It is usually easier to code in "high-level" languages than in "low-level" ones. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.