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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Allen Downey, in his book How To Think Like A Computer Scientist, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. 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. 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. 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). These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. 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. Programs were mostly entered using punched cards or paper tape. Unreadable code often leads to bugs, inefficiencies, and duplicated code. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). There are many approaches to the Software development process. It is very difficult to determine what are the most popular modern programming languages. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. There exist a lot of different approaches for each of those tasks. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Programmable devices have existed for centuries. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.