In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. 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. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Programs were mostly entered using punched cards or paper tape. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. There exist a lot of different approaches for each of those tasks. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. 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. One approach popular for requirements analysis is Use Case analysis. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.