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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Also, specific user environment and usage history can make it difficult to reproduce the problem. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. Programmable devices have existed for centuries. However, readability is more than just programming style. There are many approaches to the Software development process. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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. 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. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.