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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. Different programming languages support different styles of programming (called programming paradigms). They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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 the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. However, readability is more than just programming style. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. Normally the first step in debugging is to attempt to reproduce the problem. 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. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. There exist a lot of different approaches for each of those tasks. Techniques like Code refactoring can enhance readability. However, readability is more than just programming style. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. 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.