It is usually easier to code in "high-level" languages than in "low-level" ones. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). It is very difficult to determine what are the most popular modern programming languages. 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. 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. However, readability is more than just programming style. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Scripting and breakpointing is also part of this process. 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 choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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 programmers are those who write computer software. 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. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. 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. 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).