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. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. Computer programmers are those who write computer software. 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. 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. 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. Computer programmers are those who write computer software. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Scripting and breakpointing is also part of this process. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Programs were mostly entered using punched cards or paper tape. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. 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. Different programming languages support different styles of programming (called programming paradigms). Many applications use a mix of several languages in their construction and use. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Also, specific user environment and usage history can make it difficult to reproduce the problem. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.