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. 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. Different programming languages support different styles of programming (called programming paradigms). By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. However, readability is more than just programming style. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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). This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Use of a static code analysis tool can help detect some possible problems. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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.