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. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic 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. Following a consistent programming style often helps readability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Code-breaking algorithms have also existed for centuries. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. Following a consistent programming style often helps readability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. 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. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Normally the first step in debugging is to attempt to reproduce the problem. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. 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. 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.