Following a consistent programming style often helps readability. 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. Code-breaking algorithms have also existed for centuries. It is very difficult to determine what are the most popular modern programming languages. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Programming languages are essential for software development. Programs were mostly entered using punched cards or paper tape. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Many applications use a mix of several languages in their construction and use. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. There are many approaches to the Software development process. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Programmable devices have existed for centuries. 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. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Following a consistent programming style often helps readability. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Programs were mostly entered using punched cards or paper tape. 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). Programming languages are essential for software development.