Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. Use of a static code analysis tool can help detect some possible problems. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. 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. Different programming languages support different styles of programming (called programming paradigms). 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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). Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Techniques like Code refactoring can enhance readability. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones.