Allen Downey, in his book How To Think Like A Computer Scientist, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. However, readability is more than just programming style. 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. Use of a static code analysis tool can help detect some possible problems. 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. Scripting and breakpointing is also part of this process. Programs were mostly entered using punched cards or paper tape. Code-breaking algorithms have also existed for centuries. 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. Following a consistent programming style often helps readability. 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. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Scripting and breakpointing is also part of this process. 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. Integrated development environments (IDEs) aim to integrate all such help. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Scripting and breakpointing is also part of this process. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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. 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.