Programming languages are essential for software development. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Programs were mostly entered using punched cards or paper tape. 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. 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. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Whatever the approach to development may be, the final program must satisfy some fundamental properties. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. Normally the first step in debugging is to attempt to reproduce the problem. There exist a lot of different approaches for each of those 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. 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. 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. Programmable devices have existed for centuries. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). However, Charles Babbage had already written his first program for the Analytical Engine in 1837. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). It is very difficult to determine what are the most popular modern programming languages.