Integrated development environments (IDEs) aim to integrate all such help. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. 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. Normally the first step in debugging is to attempt to reproduce the problem. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. One approach popular for requirements analysis is Use Case analysis. Use of a static code analysis tool can help detect some possible problems. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. Integrated development environments (IDEs) aim to integrate all such help. Programming languages are essential for software development. Computer programmers are those who write computer software. However, readability is more than just programming style. 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. 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. 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. Programmable devices have existed for centuries. It is usually easier to code in "high-level" languages than in "low-level" ones. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Ideally, the programming language best suited for the task at hand will be selected.