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. For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input. 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. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. Different programming languages support different styles of programming (called programming paradigms). 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. Many applications use a mix of several languages in their construction and use. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Use of a static code analysis tool can help detect some possible problems. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. Different programming languages support different styles of programming (called programming paradigms). 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. Programmable devices have existed for centuries. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Many applications use a mix of several languages in their construction and use. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Techniques like Code refactoring can enhance readability. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. There exist a lot of different approaches for each of those tasks.