Also, specific user environment and usage history can make it difficult to reproduce the problem. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. Programming languages are essential for software development. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Following a consistent programming style often helps readability. Whatever the approach to development may be, the final program must satisfy some fundamental properties. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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). By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.