In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. It is very difficult to determine what are the most popular modern programming languages. It is very difficult to determine what are the most popular modern programming languages. 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. 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. Different programming languages support different styles of programming (called programming paradigms). There are many approaches to the Software development process. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. Different programming languages support different styles of programming (called programming paradigms). After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. 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. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. Programs were mostly entered using punched cards or paper tape. Use of a static code analysis tool can help detect some possible problems. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. Integrated development environments (IDEs) aim to integrate all such help. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. 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). Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.