There are many approaches to the Software development process. 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. One approach popular for requirements analysis is Use Case analysis. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. However, readability is more than just programming style. 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. Programming languages are essential for software development. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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. 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. There exist a lot of different approaches for each of those tasks. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. 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.