Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. However, readability is more than just programming style. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Following a consistent programming style often helps readability. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Normally the first step in debugging is to attempt to reproduce the problem. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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). 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 guickly. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. 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). Normally the first step in debugging is to attempt to reproduce the problem. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.