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. Many applications use a mix of several languages in their construction and use. Allen Downey, in his book How To Think Like A Computer Scientist, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to 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. 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. 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. 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. 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. Ideally, the programming language best suited for the task at hand will be selected. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. However, readability is more than just programming style. One approach popular for requirements analysis is Use Case analysis. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. There are many approaches to the Software development process.