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. Programs were mostly entered using punched cards or paper tape. Use of a static code analysis tool can help detect some possible problems. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. Computer programmers are those who write computer software. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. There exist a lot of different approaches for each of those tasks. Also, specific user environment and usage history can make it difficult to reproduce the problem. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. Unreadable code often leads to bugs, inefficiencies, and duplicated code. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. One approach popular for requirements analysis is Use Case analysis. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. It affects the aspects of quality above, including portability, usability and most importantly maintainability. 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). In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Integrated development environments (IDEs) aim to integrate all such help.