Code-breaking algorithms have also existed for centuries. It is very difficult to determine what are the most popular modern programming languages. 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. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. 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. One approach popular for requirements analysis is Use Case analysis. Normally the first step in debugging is to attempt to reproduce the problem. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Techniques like Code refactoring can enhance readability. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. There are many approaches to the Software development process. 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. However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Also, specific user environment and usage history can make it difficult to reproduce the problem.