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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. 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. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). Many applications use a mix of several languages in their construction and use. Programs were mostly entered using punched cards or paper tape. Ideally, the programming language best suited for the task at hand will be selected. Integrated development environments (IDEs) aim to integrate all such help. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. It is very difficult to determine what are the most popular modern programming languages. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Scripting and breakpointing is also part of this process. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Following a consistent programming style often helps readability. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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.