In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Also, specific user environment and usage history can make it difficult to reproduce the problem. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. 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. Computer programmers are those who write computer software. Normally the first step in debugging is to attempt 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'. 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. 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. 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. Computer programmers are those who write computer software. Techniques like Code refactoring can enhance readability. 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. Use of a static code analysis tool can help detect some possible problems. Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. Following a consistent programming style often helps readability. Programmable devices have existed for centuries. 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. Programs were mostly entered using punched cards or paper tape. Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic. Ideally, the programming language best suited for the task at hand will be selected. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Ideally, the programming language best suited for the task at hand will be selected. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.