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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. It is usually easier to code in "high-level" languages than in "low-level" ones. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. However, readability is more than just programming style. 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. 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. 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. 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. Normally the first step in debugging is to attempt to reproduce the problem. Following a consistent programming style often helps 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. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). However, readability is more than just programming style.