Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. It is usually easier to code in "high-level" languages than in "low-level" ones. Whatever the approach to development may be, the final program must satisfy some fundamental properties. 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. However, readability is more than just programming style. 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. 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. 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. Following a consistent programming style often helps readability. 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. Ideally, the programming language best suited for the task at hand will be selected. 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). Scripting and breakpointing is also part of this process. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Scripting and breakpointing is also part of this process. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. However, readability is more than just programming style. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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.