After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. 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. Unreadable code often leads to bugs, inefficiencies, and duplicated code. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Different programming languages support different styles of programming (called programming paradigms). Unreadable code often leads to bugs, inefficiencies, and duplicated code. Programmable devices have existed for centuries. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. 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. 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). There exist a lot of different approaches for each of those tasks. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. There are many approaches to the Software development process. Normally the first step in debugging is to attempt to reproduce the problem. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. It is usually easier to code in "high-level" languages than in "low-level" ones. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Programmable devices have existed for centuries. 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. 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.