However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. 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 first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Programming languages are essential for software development. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. There exist a lot of different approaches for each of those tasks. 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. The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference. Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language. Normally the first step in debugging is to attempt to reproduce the problem. There are many approaches to the Software development process. 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. 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. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. 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. Whatever the approach to development may be, the final program must satisfy some fundamental properties. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Scripting and breakpointing is also part of this process. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). 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.