

However, readability is more than just programming style. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. 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. 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. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Programming languages are essential for software development. Different programming languages support different styles of programming (called programming paradigms). 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. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the *Book of Ingenious Devices*. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years. 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. 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.