

Ideally, the programming language best suited for the task at hand will be selected. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Use of a static code analysis tool can help detect some possible problems. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. Ideally, the programming language best suited for the task at hand will be selected. 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. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Whatever the approach to development may be, the final program must satisfy some fundamental properties. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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 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.