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). 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. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. Programs were mostly entered using punched cards or paper tape. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Techniques like Code refactoring can enhance readability. 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 first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. 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. Use of a static code analysis tool can help detect some possible problems. Programs were mostly entered using punched cards or paper tape. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. There are many approaches to the Software development process. Integrated development environments (IDEs) aim to integrate all such help. Programmable devices have existed for centuries. Many applications use a mix of several languages in their construction and use. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. Programming languages are essential for software development. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.