

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. 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). In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. 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. It is very difficult to determine what are the most popular modern programming languages. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software. These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. 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. Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line. There are many approaches to the Software development process. Allen Downey, in his book *How To Think Like A Computer Scientist*, writes: Many computer languages provide a mechanism to call functions provided by shared libraries. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. It is very difficult to determine what are the most popular modern programming languages. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.