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. 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. 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. Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Ideally, the programming language best suited for the task at hand will be selected. 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. Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute. 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. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. It is usually easier to code in "high-level" languages than in "low-level" ones. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Normally the first step in debugging is to attempt to reproduce the problem. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Many applications use a mix of several languages in their construction and use. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.