

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. 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 a very important task in the software development process since having defects in a program can have significant consequences for its users. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Programmable devices have existed for centuries. 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. Normally the first step in debugging is to attempt to reproduce the problem. 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. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. However, readability is more than just programming style. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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*. Following a consistent programming style often helps readability. 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. 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. It affects the aspects of quality above, including portability, usability and most importantly maintainability. It is very difficult to determine what are the most popular modern programming languages. Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly. Many applications use a mix of several languages in their construction and use.