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. Scripting and breakpointing is also part of this process. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. It is very difficult to determine what are the most popular modern 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 is very difficult to determine what are the most popular modern programming languages. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. 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. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. 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). However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages. They are the building blocks for all software, from the simplest applications to the most sophisticated 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. Also, specific user environment and usage history can make it difficult to reproduce the problem. There are many approaches to the Software development process. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Techniques like Code refactoring can enhance readability. 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.