

While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. 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. 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. Many applications use a mix of several languages in their construction and use. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. 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. There are many approaches to the Software development process. Programming languages are essential for software development. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. 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, 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. 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. 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.