

Normally the first step in debugging is to attempt to reproduce the problem. Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code. 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. 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. One approach popular for requirements analysis is Use Case analysis. 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. For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. 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. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. It affects the aspects of quality above, including portability, usability and most importantly maintainability. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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. 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. 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. It is usually easier to code in "high-level" languages than in "low-level" ones. By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers. There exist a lot of different approaches for each of those tasks. Following a consistent programming style often helps readability. 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. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. 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.