Code-breaking algorithms have also existed for centuries. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. 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. One approach popular for requirements analysis is Use Case analysis. It is usually easier to code in "high-level" languages than in "low-level" ones. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). 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. Computer programmers are those who write computer software. Use of a static code analysis tool can help detect some possible problems. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Also, specific user environment and usage history can make it difficult to reproduce the problem. Different programming languages support different styles of programming (called programming paradigms). Computer programmers are those who write computer software. Computer programmers are those who write computer software. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Unreadable code often leads to bugs, inefficiencies, and duplicated code. 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. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. 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. 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). Code-breaking algorithms have also existed for centuries.