It is very difficult to determine what are the most popular modern programming languages. 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. Techniques like Code refactoring can enhance readability. It is usually easier to code in "high-level" languages than in "low-level" ones. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. Integrated development environments (IDEs) aim to integrate all such help. Programming languages are essential for software development. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. 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. 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. 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. FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research. Ideally, the programming language best suited for the task at hand will be selected. Ideally, the programming language best suited for the task at hand will be selected. Scripting and breakpointing is also part of this process. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code. 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. This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.