Different programming languages support different styles of programming (called programming paradigms). Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. 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. 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. Programmable devices have existed for centuries. There are many approaches to the Software development process. 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. However, readability is more than just programming style. Scripting and breakpointing is also part of this process. 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. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Integrated development environments (IDEs) aim to integrate all such help. 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. Programmable devices have existed for centuries. Their jobs usually involve: Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Ideally, the programming language best suited for the task at hand will be selected. Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL). These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Ideally, the programming language best suited for the task at hand will be selected. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.