Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. 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. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. However, readability is more than just programming style. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Techniques like Code refactoring can enhance readability. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. 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. Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. Programmable devices have existed for centuries. The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems. Programmable devices have existed for centuries. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Scripting and breakpointing is also part of this process. Integrated development environments (IDEs) aim to integrate all such help. 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. 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).