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. Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages. Integrated development environments (IDEs) aim to integrate all such help. Scripting and breakpointing is also part of this process. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Scripting and breakpointing is also part of this process. 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. A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it. Following a consistent programming style often helps readability. 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. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. However, readability is more than just programming style. 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. Techniques like Code refactoring can enhance readability. There are many approaches to the Software development 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. It is very difficult to determine what are the most popular modern programming languages. Some of these factors include: The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills. While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Many applications use a mix of several languages in their construction and use. Also, specific user environment and usage history can make it difficult to reproduce the problem. 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.