Computer programmers are those who write computer software. In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. 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. The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. They are the building blocks for all software, from the simplest applications to the most sophisticated ones. Use of a static code analysis tool can help detect some possible problems. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. 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. Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications. Programming languages are essential for software development. It is usually easier to code in "high-level" languages than in "low-level" ones. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. 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. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. It affects the aspects of quality above, including portability, usability and most importantly maintainability.