

Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit. 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. Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging). In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in *A Manuscript on Deciphering Cryptographic Messages*. Use of a static code analysis tool can help detect some possible problems. However, Charles Babbage had already written his first program for the Analytical Engine in 1837. 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. 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). Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Computer programmers are those who write computer software. It affects the aspects of quality above, including portability, usability and most importantly maintainability. Also, specific user environment and usage history can make it difficult to reproduce the problem. Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment. Also, specific user environment and usage history can make it difficult to reproduce the problem. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. 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. 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. 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. It is very difficult to determine what are the most popular modern programming languages. Computer programmers are those who write computer software. 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.