

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. Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances. 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. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Code-breaking algorithms have also existed for centuries. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. A similar technique used for database design is Entity-Relationship Modeling (ER Modeling). In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages. Programmable devices have existed for centuries. 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. 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. Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability. Programming languages are essential for software development. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Programs were mostly entered using punched cards or paper tape. Use of a static code analysis tool can help detect some possible problems. In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them. After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug. In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form. 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. Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process. When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear. There exist a lot of different approaches for each of those tasks. Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.