One approach popular for requirements analysis is Use Case analysis..  
 Following a consistent programming style often helps readability.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
There exist a lot of different approaches for each of those tasks.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
 Code-breaking algorithms have also existed for centuries.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).