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..  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Normally the first step in debugging is to attempt to reproduce the problem.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Use of a static code analysis tool can help detect some possible problems.