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..  
Programming languages are essential for software development.  
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.  
  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
 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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
There are many approaches to the Software development process.