However, readability is more than just programming style..  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Code-breaking algorithms have also existed for centuries.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Scripting and breakpointing is also part of this process.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming 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.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.