Code-breaking algorithms have also existed for centuries..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Programmable devices have existed for centuries.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Programs were mostly entered using punched cards or paper tape.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
One approach popular for requirements analysis is Use Case analysis.  
 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.