He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm..  
There are many approaches to the Software development process.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
 Computer programmers are those who write computer software.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
However, readability is more than just programming style.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
There exist a lot of different approaches for each of those tasks.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.