In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages..  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
Programming languages are essential for software development.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
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.  
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.  
 Programmable devices have existed for centuries.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.