By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers..  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Scripting and breakpointing is also part of this process.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 It is very difficult to determine what are the most popular modern programming languages.  
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.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
 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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
There are many approaches to the Software development process.  
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.