Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications..  
Use of a static code analysis tool can help detect some possible problems.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Integrated development environments (IDEs) aim to integrate all such help.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.