Many applications use a mix of several languages in their construction and use..  
 Code-breaking algorithms have also existed for centuries.  
Scripting and breakpointing is also part of this process.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
 Following a consistent programming style often helps readability.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
There exist a lot of different approaches for each of those tasks.