He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm..  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
Integrated development environments (IDEs) aim to integrate all such help.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
 Computer programmers are those who write computer software.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Scripting and breakpointing is also part of this process.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
There exist a lot of different approaches for each of those tasks.  
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.  
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.