It is usually easier to code in "high-level" languages than in "low-level" ones..  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Computer programmers are those who write computer software.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Code-breaking algorithms have also existed for centuries.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Integrated development environments (IDEs) aim to integrate all such help.  
Many applications use a mix of several languages in their construction and use.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Normally the first step in debugging is to attempt to reproduce the problem.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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.