There are many approaches to the Software development process..  
 Code-breaking algorithms have also existed for centuries.  
However, readability is more than just programming style.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Use of a static code analysis tool can help detect some possible problems.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).