Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code..  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Computer programmers are those who write computer software.  
However, readability is more than just programming style.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.