Debugging is often done with IDEs.. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Code-breaking algorithms have also existed for centuries.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.