Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications..  
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.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Use of a static code analysis tool can help detect some possible problems.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
 It is very difficult to determine what are the most popular modern programming languages.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Normally the first step in debugging is to attempt to reproduce the problem.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
It is usually easier to code in "high-level" languages than in "low-level" ones.