As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices..  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Following a consistent programming style often helps readability.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
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.