There exist a lot of different approaches for each of those tasks..  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 It is very difficult to determine what are the most popular modern programming languages.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
  
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.  
Many applications use a mix of several languages in their construction and use.  
Integrated development environments (IDEs) aim to integrate all such help.  
Use of a static code analysis tool can help detect some possible problems.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.