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.  
Ideally, the programming language best suited for the task at hand will be selected.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Programmable devices have existed for centuries.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Techniques like Code refactoring can enhance readability.  
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.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
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.