Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications..  
Scripting and breakpointing is also part of this process.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Techniques like Code refactoring can enhance readability.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
Many applications use a mix of several languages in their construction and use.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
There exist a lot of different approaches for each of those tasks.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).