It is usually easier to code in "high-level" languages than in "low-level" ones..  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Scripting and breakpointing is also part of this process.  
 Computer programmers are those who write computer software.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Techniques like Code refactoring can enhance readability.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.