The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems..  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
One approach popular for requirements analysis is Use Case analysis.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Scripting and breakpointing is also part of this process.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Following a consistent programming style often helps readability.  
 Code-breaking algorithms have also existed for centuries.  
There are many approaches to the Software development process.