In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages..  
 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.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Ideally, the programming language best suited for the task at hand will be selected.  
 It is very difficult to determine what are the most popular modern programming languages.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
There exist a lot of different approaches for each of those tasks.  
Many applications use a mix of several languages in their construction and use.  
 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.  
 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.