The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging)..  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Scripting and breakpointing is also part of this process.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.