This can be a non-trivial task, for example as with parallel processes or some unusual software bugs..  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
 Code-breaking algorithms have also existed for centuries.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
There exist a lot of different approaches for each of those tasks.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 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.  
 Programmable devices have existed for centuries.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).