Integrated development environments (IDEs) aim to integrate all such help..  
 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.  
Techniques like Code refactoring can enhance readability.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
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.  
 Following a consistent programming style often helps readability.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
 It is very difficult to determine what are the most popular modern programming languages.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Different programming languages support different styles of programming (called programming paradigms).  
There exist a lot of different approaches for each of those tasks.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.