Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
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.  
 Programmable devices have existed for centuries.  
Many applications use a mix of several languages in their construction and use.  
One approach popular for requirements analysis is Use Case analysis.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Scripting and breakpointing is also part of this process.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Following a consistent programming style often helps readability.