The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging)..  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
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.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
 Programmable devices have existed for centuries.  
There are many approaches to the Software development process.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Many applications use a mix of several languages in their construction and use.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.