It is usually easier to code in "high-level" languages than in "low-level" ones..  
Many applications use a mix of several languages in their construction and use.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Use of a static code analysis tool can help detect some possible problems.  
Scripting and breakpointing is also part of this process.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
There exist a lot of different approaches for each of those tasks.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.