The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
However, readability is more than just programming style.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Scripting and breakpointing is also part of this process.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.