There are many approaches to the Software development process.  
Scripting and breakpointing is also part of this process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Ideally, the programming language best suited for the task at hand will be selected.  
Many applications use a mix of several languages in their construction and use.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Code-breaking algorithms have also existed for centuries.  
Programming languages are essential for software development.