Many applications use a mix of several languages in their construction and use.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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Techniques like Code refactoring can enhance readability.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
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.  
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 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
There exist a lot of different approaches for each of those tasks.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 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.