He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Scripting and breakpointing is also part of this process.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Code-breaking algorithms have also existed for centuries.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Normally the first step in debugging is to attempt to reproduce the problem.  
It is usually easier to code in "high-level" languages than in "low-level" ones.