In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Integrated development environments (IDEs) aim to integrate all such help.  
Ideally, the programming language best suited for the task at hand will be selected.  
Scripting and breakpointing is also part of this process.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Programming languages are essential for software development.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
There are many approaches to the Software development process.  
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.  
 Computer programmers are those who write computer software.  
Techniques like Code refactoring can enhance readability.