He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
There are many approaches to the Software development process.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Techniques like Code refactoring can enhance readability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
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 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Programs were mostly entered using punched cards or paper tape.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Many applications use a mix of several languages in their construction and use.