Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
To produce machine code, the source code must either be compiled or transpiled.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Scripting and breakpointing is also part of this process.  
There are many approaches to the Software development process.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
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.  
 Code-breaking algorithms have also existed for centuries.  
There exist a lot of different approaches for each of those tasks.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.