The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Many applications use a mix of several languages in their construction and use.  
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.  
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.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 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).  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
 Code-breaking algorithms have also existed for centuries.  
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.