In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Many applications use a mix of several languages in their construction and use.  
 Code-breaking algorithms have also existed for centuries.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
It is usually easier to code in "high-level" languages than in "low-level" ones.