To produce machine code, the source code must either be compiled or transpiled.  
Many applications use a mix of several languages in their construction and use.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
However, readability is more than just programming style.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.