Scripting and breakpointing is also part of this process.  
Programming languages are essential for software development.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
However, readability is more than just programming style.  
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.  
There are many approaches to the Software development process.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
This is interpreted into machine code.  
Ideally, the programming language best suited for the task at hand will be selected.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Programs were mostly entered using punched cards or paper tape.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).