However, readability is more than just programming style.  
There are many approaches to the Software development process.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
This is interpreted into machine code.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
There exist a lot of different approaches for each of those tasks.  
There are many approaches to the Software development process.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Ideally, the programming language best suited for the task at hand will be selected.  
Many applications use a mix of several languages in their construction and use.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
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.  
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.