Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
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.  
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Compiling takes the source code from a low-level programming language and converts it into machine code.  
To produce machine code, the source code must either be compiled or transpiled.  
There are many approaches to the Software development process.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
There are many approaches to the Software development process.  
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.  
This is interpreted into machine code.  
There exist a lot of different approaches for each of those tasks.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.