He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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).  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
Normally the first step in debugging is to attempt to reproduce the problem.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Integrated development environments (IDEs) aim to integrate all such help.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
Techniques like Code refactoring can enhance readability.