There exist a lot of different approaches for each of those tasks.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.  
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He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
Scripting and breakpointing is also part of this process.  
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The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.