When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
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).  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
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Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
There are many approaches to the Software development process.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.