There are many approaches to the Software development process.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Programming languages are essential for software development.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Use of a static code analysis tool can help detect some possible problems.  
Ideally, the programming language best suited for the task at hand will be selected.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Scripting and breakpointing is also part of this process.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
Scripting and breakpointing is also part of this process.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.