Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA). 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. Normally the first step in debugging is to attempt to reproduce the problem. Programmable devices have existed for centuries. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).

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. The following properties are among the most important: In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code. Use of a static code analysis tool can help detect some possible problems. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Also, specific user environment and usage history can make it difficult to reproduce the problem. High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware. Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display. 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. Code-breaking algorithms have also existed for centuries. He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers. Programmable devices have existed for centuries. Unreadable code often leads to bugs, inefficiencies, and duplicated code. However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory. It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages. The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'. There exist a lot of different approaches for each of those tasks. Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards. Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.