It is usually easier to code in "high-level" languages than in "low-level" ones..  
Programming languages are essential for software development.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
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.  
Scripting and breakpointing is also part of this process.  
There exist a lot of different approaches for each of those tasks.  
Techniques like Code refactoring can enhance readability.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
 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.  
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.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.