Following a consistent programming style often helps readability..  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Computer programmers are those who write computer software.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
However, readability is more than just programming style.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
One approach popular for requirements analysis is Use Case analysis.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.