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..  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Programs were mostly entered using punched cards or paper tape.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Integrated development environments (IDEs) aim to integrate all such help.  
 It is very difficult to determine what are the most popular modern programming languages.  
Use of a static code analysis tool can help detect some possible problems.  
There exist a lot of different approaches for each of those tasks.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.