Normally the first step in debugging is to attempt to reproduce the problem..  
Integrated development environments (IDEs) aim to integrate all such help.  
Use of a static code analysis tool can help detect some possible problems.  
However, readability is more than just programming style.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Scripting and breakpointing is also part of this process.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Techniques like Code refactoring can enhance readability.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.