However, readability is more than just programming style..  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
 Different programming languages support different styles of programming (called programming paradigms).  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Many applications use a mix of several languages in their construction and use.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Scripting and breakpointing is also part of this process.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Normally the first step in debugging is to attempt to reproduce the problem.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.