Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
Use of a static code analysis tool can help detect some possible problems.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 It is very difficult to determine what are the most popular modern programming languages.  
 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.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
There exist a lot of different approaches for each of those tasks.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to 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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.