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..  
There are many approaches to the Software development process.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
 Computer programmers are those who write computer software.  
Scripting and breakpointing is also part of this process.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 It is very difficult to determine what are the most popular modern programming languages.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Integrated development environments (IDEs) aim to integrate all such help.  
 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).