Programmable devices have existed for centuries..  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (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.  
 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.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Use of a static code analysis tool can help detect some possible problems.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Programming languages are essential for software development.  
There are many approaches to the Software development process.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Normally the first step in debugging is to attempt to reproduce the problem.