Normally the first step in debugging is to attempt to reproduce the problem..  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
 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).  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Many applications use a mix of several languages in their construction and use.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
One approach popular for requirements analysis is Use Case analysis.  
 It is very difficult to determine what are the most popular modern programming languages.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
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.  
There exist a lot of different approaches for each of those tasks.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.