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..  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Techniques like Code refactoring can enhance readability.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 It is very difficult to determine what are the most popular modern programming languages.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
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.