Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages..  
  
Use of a static code analysis tool can help detect some possible problems.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
One approach popular for requirements analysis is Use Case analysis.  
Techniques like Code refactoring can enhance readability.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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).  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Scripting and breakpointing is also part of this process.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.