Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
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.  
 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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
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.  
Techniques like Code refactoring can enhance readability.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Programming languages are essential for software development.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.