Use of a static code analysis tool can help detect some possible problems..  
 Different programming languages support different styles of programming (called programming paradigms).  
 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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
However, readability is more than just programming style.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
 Following a consistent programming style often helps readability.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.