Debugging is often done with IDEs.. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Programming languages are essential for software development.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Scripting and breakpointing is also part of this process.  
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.  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Programs were mostly entered using punched cards or paper tape.  
However, readability is more than just programming style.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more 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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.