Use of a static code analysis tool can help detect some possible problems..  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
There exist a lot of different approaches for each of those tasks.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Normally the first step in debugging is to attempt to reproduce the problem.