However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages..  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Programs were mostly entered using punched cards or paper tape.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
One approach popular for requirements analysis is Use Case analysis.