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..  
  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Scripting and breakpointing is also part of this process.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Use of a static code analysis tool can help detect some possible problems.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
There are many approaches to the Software development process.  
 Different programming languages support different styles of programming (called programming paradigms).  
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).  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
Normally the first step in debugging is to attempt to reproduce the problem.