They are the building blocks for all software, from the simplest applications to the most sophisticated ones..  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
 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.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Normally the first step in debugging is to attempt to reproduce the problem.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 It is very difficult to determine what are the most popular modern programming languages.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.