Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA)..  
Normally the first step in debugging is to attempt to reproduce the problem.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 It is very difficult to determine what are the most popular modern programming languages.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
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.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Programs were mostly entered using punched cards or paper tape.  
Techniques like Code refactoring can enhance readability.