Normally the first step in debugging is to attempt to reproduce the problem..  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
However, readability is more than just programming style.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
There exist a lot of different approaches for each of those tasks.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Programs were mostly entered using punched cards or paper tape.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Use of a static code analysis tool can help detect some possible problems.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Integrated development environments (IDEs) aim to integrate all such help.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.